HOYLE'S

GAMES

IMPROVED

CONSISTING OF PRACTICAL TREATISES ON

WHIST	BILLIARDS
QUADRILLE	FARO OR PHARO
PIQUET	ROUGE & NOIR
CHESS	CRIBBAGE
BACK-GAMMON	MATRIMONY
DRAUGHTS	CASSINO
CRICKET	GOFF OR GOLF
TENNIS	CONNEXIONS
QUINZE	REVERSIS
VINGT-UN	PUT
HAZARD	ALL-FOURS AND
LANSQUENET	SPECULATION

With an Eſſay on Game Cocks;

WHEREIN ARE COMPRISED

CALCULATIONS for BETTING upon equal or advantageous Terms.

Reviſed and Corrected by CHARLES JONES Eſq.

A NEW EDITION CONSIDERABLY ENLARGED.

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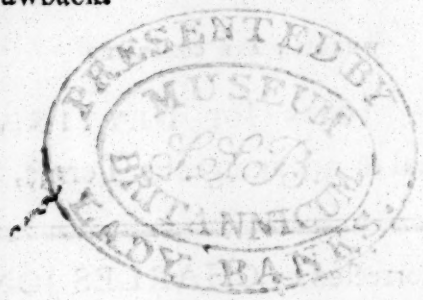

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CONTENTS.

All-Fours	from page	308	to	309	inclusive.
Back-Gammon		169	to	193	
Billiards		236	to	274	
Cassino		296	to	299	
Chess		116	to	169	
Connexions				301	
Cribbage		286	to	295	
Crickett		221	to	224	
Draughts		194	to	221	
Faro, or Pharo,		275	to	282	
Game Cocks		309	to	331	
Goff, or Golf,		299	to	301	
Hazard		231	to	235	
Lansquenet		235	to	236	
Matrimony		295	to	296	
Piquet		88	to	116	
Put		306	to	307	
Quadrille		70	to	88	
Quinze				229	
Reversis		302	to	306	
Rouge & Noir		283	to	286	
Speculation				iv	
Tennis		224	to	228	
Vingt-Un		229	to	231	
Whist		1	to	70	

THE GAME OF SPECULATION.

THIS is a noiſy round game, that ſeveral may play, uſing a complete pack of cards, bearing the ſame import as at whiſt, with fiſh or counters, on which ſuch a value is fixed as the company agree; the higheſt trump, in each deal, wins the pool; and whenever it happens that not one is dealt, then the company pool again, and the event is decided by the ſucceeding coup. After determining the deal, &c. the dealer pools ſix fiſh, and every other player four; next three cards are given to each by one at a time, and another turned up for trump; the cards are not to be looked at, except in this manner,—the eldeſt hand ſhews the uppermoſt card, which, if a trump, the company may ſpeculate on or bid for; the higheſt bidder buying and paying for it, provided the price offered is approved of by the ſeller. After this is ſettled, or if the firſt card does not prove trump, then the next eldeſt ſhews the uppermoſt card, and ſo on, the company ſpeculating as they pleaſe, till all are diſcovered; when the poſſeſſor of the higheſt trump, whether by purchaſe or otherwiſe, gains the pool.

To play this game well, little more is requiſite than recollecting what ſuperior cards of that particular ſuit have appeared in the preceding deals, and calculating the probability of the trump offered proving the higheſt in the deal then undetermined.

*** The Binder is to put the plate after page 256.

THE

GAME OF WHIST.

THIS game is played by four perſons, who cut the cards to ſettle the partners; thoſe who cut the two higheſt cards, are partners againſt thoſe who cut the two loweſt. The perſon who cuts the loweſt card is entitled to the deal. In cutting, the ace is accounted the loweſt.

Each perſon has a right to ſhuffle the cards before the deal, and the elder hand ought to ſhuffle them laſt, excepting the dealer.

The deal is made by having the pack cut by the right-hand adverſary, and the dealer is to diſtribute the cards, one at a time, to each of the players, beginning with the left-hand adverſary, till he comes to the laſt card, which he turns up, being the trump, and leaves it on the table till the firſt trick is played.

No one, before his partner plays, may inform him that he has or has not won the trick; even the attempt to take up a trick, though won before the laſt partner has played, is deemed very improper. No intimations of any kind during the play of the cards between partners are to be admitted. The miſtake of one party is the game of the adverſary. However, there is one exception to this rule, which is in caſe of a revoke: if a perſon happens not to follow ſuit, or trump a ſuit, the partner is indulged to make enquiry of him, whether he is ſure he has none of that ſuit in his hand. This indulgence muſt have ariſen from the ſevere penalties annexed to revoking, which affect the partners equally, and it is now univerſally admitted.

The perſon on the dealer's left hand is called the elder hand, and plays firſt; and whoever wins the trick, becomes elder hand, and plays again; and ſo on till all the cards are played out. The tricks belonging to each party ſhould be turned and collected by the reſpective partners of whoever wins the firſt trick in every hand. The ace, king, queen, and knave of trumps, are called honours; and when either of the parties has in his own hand, or between himſelf and his partner, three honours, they count two points towards the game; and in caſe they ſhould have the four honours, they count four points. Ten points make the game.

Twenty-four ſhort Rules for Learners.

I. ALWAYS lead from your ſtrong ſuit.

II. Lead through an honour when you have a good hand.

III. Lead through the ſtrong ſuit, and up to the weak.

IV. Lead a trump, if 4 or 5, and you have a good hand.

V. Sequences are eligible leads, and begin with the higheſt.

VI. Follow your partner's lead, not your adverſary's.

VII. Do not lead from ace, queen.

VIII. Avoid leading an ace unleſs you have the king.

IX. Never lead a thirteenth card unleſs trumps are out.

X. Nor trump a thirteenth card, except laſt player.

XI. Play your beſt card third hand.

XII. When in doubt, win the trick.

XIII. When you lead ſmall trumps, begin with the higheſt.

XIV. Do not trump out, when your partner is likely to trump a ſuit.

XV. If you hold only ſmall trumps, make them when you can.

XVI. Make your tricks early, and be careful of fineſſing.

XVII. Be ſure to make the odd trick when in your power.

XVIII. Never force your adverſary with your beſt card, unleſs you have the next beſt

XIX. If only one card of any ſuit, and but 2 or 3 ſmall trumps, lead the ſingle card.

XX. Always try to keep a commanding card to bring in your ſtrong ſuit.

XXI. In your partner's lead, endeavour to keep the command in his hand.

XXII. Keep the card you turn up as long as you conveniently can.

XXIII. If your antagoniſts are 8, and you have no honour, play your beſt trump.

XXIV. Always conſider your ſcore, and play your hand accordingly.

Methods of Scoring at Whiſt.

1	2	3	4	5	6	7	8	9
o	oo	ooo	oooo	o	o	oo	ooo	o
				oo	ooo	o	o	o
								o

o	o	o	oo	o	o	o	o	oo
	o	o	o	oo	o	o	oo	o
		o	o	o	oo	oo	o	o

MR. HOYLE'S GAME AT WHIST.

General Rules for Beginners.

I. WHEN you lead, begin with the beſt ſuit in your hand; if you have a ſequence of king, queen, and knave, or queen, knave, and ten, they are ſure leads, and never fail gaining the tenace to yourſelf or partner in other ſuits. Begin with the higheſt of the ſequence, unleſs you have 5 in number; in that caſe, play the loweſt (except in trumps, when you muſt always play the higheſt), in order to get the ace or king out of your partner's or adverſary's hand, by which means you make room for your ſuit.

II. If you have 5 of the ſmalleſt trumps, and not one good card in the other ſuits, trump out, which will have this good conſequence at leaſt,—to make your partner the laſt player, and by that means give him the tenace.

III. If you have 2 ſmall trumps only, with ace and king of two other ſuits, and a deficiency of the fourth ſuit, make as many tricks as you can immediately; and if your partner refuſes either of your ſuits, do not force him, becauſe that may weaken his game too much.

IV. You need ſeldom return your partner's lead immediately, if you have good ſuits of your own to play, unleſs it be to endeavour to ſave or win a game: what is meant by good ſuits is, in caſe you ſhall have ſequences of king, queen, and knave, or queen, knave, and ten.

V. If you have each 5 tricks, and you are aſſured of getting 2 tricks in your own hand, do not fail winning them, in expectation of ſcoring 2 that deal; becauſe if you loſe the odd trick, it makes 2 difference, and you play 2 to 1 againſt yourſelf.

An exception to the foregoing rule is, when you ſee a probability either of ſaving your lurch or winning the game; in either of which caſes you are to riſk the odd trick.

VI. When you have a probability of winning the game, always riſk a trick or two, becauſe the ſhare of the ſtake, which your adverſary has by a new deal, will amount to more than the point or two which you riſk by that deal.

The foregoing caſe refers to 1, 2, 3, 4, 5, 6, in pages 14, 15, 16.

VII. If your adverſary is ſix or ſeven love, and you are to lead, your buſineſs in that caſe is to riſk a trick or two, in hopes of putting your game upon an equality; therefore, admitting you have the queen or knave, and 1 other trump, and no good cards in other ſuits, play out your queen or knave of trumps; by which means you will ſtrengthen your partner's game, if he is ſtrong in trumps; if he is weak, you do him no injury.

VIII. If you are four of the game, you muſt play for an odd trick, becauſe it ſaves one half of the ſtake which you play for; and, in order to win the odd trick, though you are pretty ſtrong in trumps, be cautious how you trump out. What is meant by ſtrength in trumps, is, in caſe you ſhould have 1 honour and 3 trumps.

IX. If you are 9 of the game, and though very ſtrong in trumps, if you obſerve your partner to have a chance of trumping any of your adverſary's ſuits; in that caſe do not trump out, but give him an opportunity of trumping thoſe ſuits. If your game is ſcored 1, 2, or 3, you muſt play the reverſe; and alſo at 5, 6, or 7; becauſe in theſe two laſt recited caſes, you play for more than 1 point.

X. If you are laſt player, and find that the third hand cannot put on a good card to his partner's lead,

admitting you have no good game of your own to play, return the lead upon the adverſary; which gives your partner the tenace in that ſuit, and often obliges the adverſary to change ſuits, and conſequently gains the tenace in that new ſuit alſo.

XI. If you have ace, king, and four ſmall trumps, begin with a ſmall one; becauſe it is an equal wager that your partner has a better trump than the laſt player: if ſo, you have three rounds of trumps; if not, you cannot fetch out all the trumps.

XII. If you have ace, king, knave, and three ſmall trumps, begin with the king, and then play the ace, (except one of the adverſaries refuſes trumps) becauſe the odds is in your favour that the queen falls.

XIII. If you have king, queen, and four ſmall trumps, begin with a ſmall one, becauſe the odds is on your ſide that your partner has an honour.

XIV. If you have king, queen, ten, and three ſmall trumps, begin with the king, becauſe you have a fair chance that the knave falls in the ſecond round, or you may wait to fineſſe your ten upon the return of trumps from your partner.

Refers to caſe 1, 2, 3, in page 16.

XV. If you have queen, knave, and four ſmall trumps, begin with a ſmall one, becauſe the odds is in your favour that your partner has an honour.

XVI. If you have queen, knave, nine, and three ſmall trumps, begin with the queen, becauſe you have a fair chance that the ten falls in the ſecond round; or you may wait to fineſſe the nine.

Refers to caſes 1, 2, 3.

XVII. If you have knave, ten, and four ſmall trumps, begin with a ſmall one, for the reaſons aſſigned in No. 15.

XVIII. If you have knave, ten, eight, and three ſmall trumps, begin with the knave, in order to prevent

the nine from making a trick; and the odds are in your favour that the three honours fall in two rounds.

XIX. If you have ſix trumps of a lower denomination, you are to begin with the loweſt, unleſs you ſhould have ten, nine, and eight, and an honour turns up againſt you; in that caſe, if you are to play through the honour, begin with the ten, which obliges the adverſary to play his honour to his diſadvantage, or leave it in your partner's option, whether he will paſs it or not.

XX. If you have ace, king, and three ſmall trumps, begin with a ſmall one, for the reaſons aſſigned in No. 15.

XXI. If you have ace, king, and knave, and two ſmall trumps, begin with the king, which, next to a moral certainty, informs your partner that you have ace and knave remaining; and by putting the lead into your partner's hand, he plays you a trump; upon which you are to fineſſe the knave, and no ill conſequence can attend ſuch play, except the queen lies behind you ſingle.

Refers to caſes 1, 2, 3, in page 16.

XXII. If you have king, queen, and three ſmall trumps, begin with a ſmall one, for the aſſigned reaſons in No. 15.

XXIII. If you have king, queen, ten, and two ſmall trumps, begin with the king, for the reaſons aſſigned in No. 21.

XXIV. If you have the queen, knave, and three ſmall trumps, begin with a ſmall one, for the reaſons aſſigned in No. 15.

XXV. If you have queen, knave, nine, and two ſmall trumps, begin with the queen, for the reaſons aſſigned in No. 16.

XXVI. If you have knave, ten, and three ſmall trumps, begin with a ſmall one, for the reaſons aſſigned in No. 15.

XXVII. If you have knave, ten, eight, and two ſmall trumps, begin with the knave, becauſe in two rounds of trumps it is odds but that the nine falls; or, upon the return of trumps from your partner, you may fineſſe the eight.

XXVIII. If you have five trumps of a lower denomination, it is the beſt play to begin with the loweſt, unleſs you have a ſequence of ten, nine, and eight; in that caſe begin with the higheſt of the ſequence.

XXIX. If you have ace, king, and two ſmall trumps, begin with a ſmall one, for the reaſons aſſigned in No. 15.

XXX. If you have ace, king, knave, and one ſmall trump, begin with the king, for the reaſons aſſigned in No. 21.

XXXI. If you have king, queen, and two ſmall trumps, begin with a ſmall one, for the reaſons aſſigned in No. 15.

XXXII. If you have king, queen, ten, and one ſmall trump, begin with the king, and wait for the return of trumps from your partner, when you are to fineſſe your ten, in order to win the knave.

XXXIII. If you have queen, knave, nine, and one ſmall trump, begin with the queen, in order to prevent the ten from making a trick.

XXXIV. If you have knave, ten, and two ſmall trumps, begin with a ſmall one, for the reaſons aſſigned in No. 15.

XXXV. If you have knave, ten, eight, and one ſmall trump, begin with the knave, in order to prevent the nine from making a trick.

XXXVI. If you have ten, nine, eight, and one ſmall trump, begin with the ten, which leaves it in your partner's diſcretion whether he will paſs it or not.

XXXVII. If you have ten, and three ſmall trumps, begin with a ſmall one.

Some particular Rules.

I. IF you have ace, king, and four ſmall trumps, with a good ſuit, you muſt play three rounds of trumps, otherwiſe you may have your ſtrong ſuit trumped.

II. If you have king, queen, and four ſmall trumps, with a good ſuit, trump out with the king, becauſe when you have the lead again, you will have three rounds of trumps.

III. If you have king, queen, ten, and three ſmall trumps, with a good ſuit, trump out with the king, in expectation of the knave's falling at the ſecond round; and do not wait to fineſſe the ten, for fear your ſtrong ſuit ſhould be trumped.

IV. If you have queen, knave, and three ſmall trumps, with a good ſuit, trump out with a ſmall one.

V. If you have queen, knave, nine, and two ſmall trumps, with a good ſuit, trump out with the queen, in expectation of the ten's falling at the ſecond round; and do not wait to fineſſe the nine, but trump out a ſecond time, for the reaſon aſſigned in Caſe III. in this Chapter.

VI. If you have knave, ten, and three ſmall trumps, with a good ſuit, trump out with a ſmall one.

VII. If you have knave, ten, eight, and two ſmall trumps, with a good ſuit, trump out with the knave, in expectation of the nine's falling at the ſecond round.

VIII. If you have ten, nine, eight, and one ſmall trump, with a good ſuit, trump out with the ten.

Particular Games.

I. SUPPOSE you are elder hand, and that your game conſiſts of king, queen, and knave of one ſuit; ace, king, queen, and two ſmall cards of another

ſuit; king and queen of the third ſuit, and three ſmall trumps: *Quere*, How is this hand to be played? You are to begin with the ace of your beſt ſuit (or a trump), which informs your partner that you have the command of that ſuit; but you are not to proceed with the king of the ſame ſuit, but you muſt play a trump next; and if you find your partner has no ſtrength to ſupport you in trumps, and that your adverſary plays to your weak ſuit, *viz.* the king and queen only, in that caſe, play the king of the beſt ſuit: and if you obſerve a probability of either of your adverſaries being likely to trump that ſuit, proceed then and play the king of the ſuit of which you have king, queen, and knave. If it ſhould ſo happen that your adverſaries do not play to your weakeſt ſuit, in that caſe, though apparently your partner can give you no aſſiſtance in trumps, purſue your ſcheme of trumping out as often as the lead comes into your hand: by which means, ſuppoſing your partner to have but two trumps, and that your adverſaries have four each, by three rounds of trumps, there remain only two trumps againſt you.

II. *Elder Hand.*

Suppoſe you have ace, king, queen, and one ſmall trump, with a ſequence from the king of five in another ſuit, with four other cards of no value. Begin with the queen of trumps, and purſue the lead with the ace, which demonſtrates to your partner that you have the king: and as it would be bad play to purſue trumps the third round, till you have firſt gained the command of your great ſuit, by ſtopping thus, it likewiſe informs your partner that you have the king, and one trump only remaining; becauſe, if you had ace, king, queen, and two trumps more, and trumps went round twice, you could receive no damage by playing the king the third round. When you lead ſequence, begin with the loweſt, becauſe if your partner has the ace he plays it,

which makes room for your ſuit. And ſince you have let your partner into the ſtate of your game, as ſoon as he has the lead, if he has a trump or two remaining, he will play trumps to you, with a moral certainty that your king clears your adverſaries hands of all their trumps.

III. *Second Player.*

Suppoſe you have ace, king, and two ſmall trumps, with a quint-major of another ſuit; in the third ſuit you have three ſmall cards, and in the fourth ſuit one.—Your adverſary on your right-hand begins with playing the ace of your weak ſuit, and then proceeds to play the king: in that caſe do not trump it, but throw away a loſing card; and if he proceeds to play the queen, throw away another loſing card; and do the like the fourth time, in hopes your partner may trump it, who will in that caſe play a trump, or will play it to your ſtrong ſuit. If trumps are played, go on with them two rounds, and then proceed to play your ſtrong ſuit; by which means, if there happens to be four trumps in one of your adverſaries hands, and two in the other, which is nearly the caſe, your partner being intitled to have three trumps out of the nine, conſequently there remain only ſix trumps between the adverſaries; your ſtrong ſuit forces their beſt trumps, and you have a probability of making the odd trick in your own hand only; whereas if you had trumped one of your adverſaries beſt cards, you had ſo weakened your hand, as probably not to make more than five tricks, without your partner's help.

IV. Suppoſe you have ace, queen, and three ſmall trumps; ace, queen, ten, and nine of another ſuit: with two ſmall cards of each of the other ſuits: your partner leads to your ace, queen, ten, and nine; and as this game requires rather to deceive your adverſaries, than to inform your partner, put up the nine, which

naturally leads the adverſary to play trumps, if he wins that card. As ſoon as trumps are played to you, return them upon your adverſary, keeping the command in your own hand. If your adverſary, who led trumps to you, puts up a trump which your partner cannot win, if he has no good ſuit of his own to play, he will return your partner's lead, imagining that ſuit lies between his partner and yours: if this fineſſe of yours ſhould ſucceed, you will be a great gainer by it, but ſcarcely poſſible to be a loſer.

V. Suppoſe you have ace, king, and three ſmall trumps, with a quart from a king, and two ſmall cards of another ſuit, and one ſmall card to each of the other ſuits; your adverſary leads a ſuit of which your partner has a quart-major; your partner puts up the knave, and then proceeds to play the ace: you refuſe to that ſuit by playing your looſe card; when your partner plays the king, your right-hand adverſary trumps it. Suppoſe with the knave or ten, do not overtrump him, which may probably loſe you two or three tricks by weakening of your hand: but if he leads to the ſuit of which you have none, trump it, and then play the loweſt of your ſequence, in order to get the ace either out of your partner's or adverſary's hand; which accompliſhed, as ſoon as you get the lead, play two rounds of trumps, and then proceed to play your ſtrong ſuit. Inſtead of your adverſary's playing to your weak ſuit, if he ſhould play trumps, do you go on with them two rounds, and then proceed to get the command of your ſtrong ſuit. But you will ſeldom find this laſt method practiſed, except by moderate players.

Games to be played, with certain Obſervations, whereby you are aſſured that your Partner has no more of the Suit played either by yourſelf or him.

I. SUPPOSE you lead from queen, ten, nine, and two ſmall cards of any ſuit, the ſecond hand puts on the knave, your partner plays the eight: in this caſe, you having queen, ten, and nine, it is a demonſtration, if he plays well, that he can have no more of that ſuit. Therefore, by that diſcovery you may play your game accordingly, either by forcing him to trump that ſuit, if you are ſtrong in trumps, or by playing ſome other ſuit.

II. Suppoſe you have king, queen, and ten of a ſuit, and you lead your king, your partner plays the knave, this demonſtrates he has no more of that ſuit.

III. Suppoſe you have king, queen, and many more of a ſuit, and you begin with the king, in ſome caſes it is good play in a partner, when he has the ace, and one ſmall card in that ſuit only, to win his partner's king with his ace; for ſuppoſe he is very ſtrong in trumps, by taking his partner's king with the ace, he trumps out, and after he has cleared the board of trumps, he returns his partner's lead; and having parted with the ace of that ſuit, he has made room for his partner to make that whole ſuit, which poſſibly could not have been done if he had kept the command in his hand.

And ſuppoſing his partner has no other good card in his hand beſides that ſuit, he loſes nothing by the ace's taking of his king; but if it ſhould ſo happen that he has a good card to bring in that ſuit, he gains all the tricks which he makes in that ſuit, by this method of play. And as your partner has taken your king with the ace, and trumps out upon it, you have reaſon to judge he has one of that ſuit to return you; therefore do not throw away any of that ſuit, even to keep a king or queen guarded.

Particular Games, both to endeavour to deceive and diſtreſs your Adverſaries, and to demonſtrate your Game to your Partner.

I. SUPPOSE I play the ace of a ſuit of which I have ace, king, and three ſmall ones; the laſt player does not chuſe to trump it, having none of the ſuit; if I am not ſtrong enough in trumps, I muſt not play out the king, but keep the command of that ſuit in my hand by playing a ſmall one, which I muſt do in order to weaken his game.

II. If a ſuit is led, of which I have none, and a moral certainty that my partner has not the beſt of that ſuit, in order to deceive the adverſary, I throw away my ſtrong ſuit; but to clear up doubts to my partner, when he has the lead, I throw away my weak ſuit. This method of play will generally ſucceed, unleſs you play with very good players; and even with them, you will oftener gain than loſe by this method of play.

Particular Games to be played, by which you run the Riſk of loſing one Trick only to gain three.

I. SUPPOSE clubs to be trumps, a heart is played by your adverſary; your partner having none of that ſuit, throws away a ſpade; you are then to judge his hand is compoſed of trumps and diamonds; and ſuppoſe you win that trick, and being too weak in trumps, you dare not force him; and ſuppoſe you ſhall have king, knave, and one ſmall diamond; and further, ſuppoſe your partner to have queen, and five diamonds; in that caſe, by throwing out your king in your firſt lead, and your knave in your ſecond, your partner and you may win five tricks in that ſuit; whereas if you had led a ſmall diamond, and your partner's queen having been won with the ace, the king and knave remaining in your hand obſtructs the ſuit: and though he may have the

long trump, yet by playing a ſmall diamond, and his long trump having been forced out of his hand, you loſe by this method of play three tricks in that deal.

II. Suppoſe, in the like caſe of the former, you ſhould have queen, ten, and one ſmall card in your partner's ſtrong ſuit; which is to be diſcovered by the former example; and ſuppoſe your partner to have knave and five ſmall cards in his ſtrong ſuit; you having the lead are to play your queen, and when you play again, you are to play your ten; and ſuppoſe him to have the long trump, by this method he makes four tricks in that ſuit; but ſhould you play a ſmall one in that ſuit, his knave being gone, and the queen remaining in your hand in the ſecond round of playing that ſuit, and the long trump being forced out of his hand, the queen remaining in your hand obſtructs the ſuit, by which method of play you loſe three tricks in that deal.

III. In the former examples you have been ſuppoſed to have had the lead, and by that means have had an opportunity of throwing out the beſt cards in your hand of your partner's ſtrong ſuit, in order to make room for the whole ſuit: we will now ſuppoſe your partner is to lead, and in the courſe of play, it appears to you that your partner has one great ſuit; ſuppoſe ace, king, and four ſmall ones, and that you have queen, ten, nine, and a very ſmall one of that ſuit; when your partner plays the ace, you are to play the nine; when he plays the king, you are to play the ten; by which means you ſee, in the third round, you make your queen, and having a ſmall one remaining, you do not obſtruct your partner's great ſuit; whereas if you had kept your queen and ten, and the knave had fallen from the adverſaries, you had loſt two tricks in that deal.

IV. Suppoſe in the courſe of play, as in the former caſe, you find your partner to have one great ſuit, and that you have king, ten, and a ſmall one of that ſuit;

your partner leads the ace; in that caſe play your ten, and in the ſecond your king: this method is to prevent a poſſibility of obſtructing your partner's great ſuit.

V. Suppoſe your partner has ace, king, and four ſmall cards in his great ſuit, and that you have queen, ten, and a ſmall card, in that ſuit; when he plays his ace, do you play your ten, and when he plays his king, do you play your queen; by which method of play you only riſk one trick to get four.

VI. We will now ſuppoſe you to have five cards of your partner's ſtrong ſuit, viz. queen, ten, nine, eight, and a ſmall one; and that your partner has ace, king, and four ſmall ones; when your partner plays the ace, do you play your eight; when he plays the king, do you play your nine; and in the third round, nobody having any of that ſuit, except your partner and you, proceed then to play the queen, and then the ten; and having a ſmall one remaining, and your partner two, you thereby gain a trick, which you could not have done but by playing the high cards, and by keeping a ſmall one to play to your partner.

Particular Games to be played when either of your Adverſaries turns up an honour.

I. SUPPOSE the knave is turned up on your right-hand, and that you have king, queen, and ten; in order to win the knave, begin to play with your king; by which method of play, your partner may ſuppoſe you to have queen and ten remaining, eſpecially if you have a ſecond lead, and that you do not proceed to your queen.

II. The knave being turned up as before, and that you have ace, queen, and ten, by playing your queen, it anſwers the like purpoſe of the former rule.

III. If the queen is turned up on your right-hand, and that you have ace, king, and knave, by playing your king it anſwers the like purpoſe of the former rule.

IV. Suppoſe an honour is turned up on your left-hand, and ſuppoſe you ſhould hold no honour, in that caſe you are to play trumps through that honour; but in caſe you ſhould hold an honour, (except the ace) you muſt be cautious how you play trumps, becauſe in caſe your partner holds no honour, your adverſary will play your own game upon you.

A Caſe to demonſtrate the Danger of forcing your Partner.

SUPPOSE A and B partners, and that A has a quint-major in trumps, with a quint-major, and three ſmall cards of another ſuit, and that A has the lead; and let us ſuppoſe the adverſaries C and D to have only five trumps in either hand; in this caſe A having the lead, wins every trick.

Suppoſe, on the contrary, C has five ſmall trumps, with a quint-major and three ſmall cards of another ſuit, and that C has the lead, who forces A to trump firſt, by which means A wins only five tricks.

A Caſe to demonſtrate the Advantage by a Saw.

SUPPOSE A and B partners, and that A has a quart-major in clubs, they being trumps, another quart-major in hearts, another quart-major in diamonds, and the ace of ſpades. And let us ſuppoſe the adverſaries C and D to have the following cards; viz. C has four trumps, eight hearts, and one ſpade; D has five trumps and eight diamonds; C being to lead, plays an heart, D trumps it; D plays a diamond, C trumps it; and thus purſuing the ſaw, each partner trumps a quart-major of A's, and C being to play at the ninth trick, plays a ſpade, which D trumps; thus C and D have won the nine firſt tricks, and leave A with his quart-major in trumps only.

The foregoing caſe ſhews, that whenever you gain the advantage of eſtabliſhing a ſaw, it is your intereſt to embrace it.

Variety of Caſes, intermixed with Calculations, demonſtrating when it is proper, at ſecond Hand, to put up the King, Queen, Knave, or Ten, with one ſmall Card of any Suit, &c.

I. SUPPOSE you have four ſmall trumps, in the three other ſuits you have one trick ſecure in each of them: and ſuppoſe your partner has no trump, in that caſe the remaining nine trumps muſt be divided between your adverſaries; ſuppoſe five in one hand, and four in the other; as often as you have the lead, play trumps: and ſuppoſe you ſhould have four leads, in that caſe, you ſee your adverſaries make only five tricks out of nine trumps; whereas if you had ſuffered them to make their trumps ſingle, they might poſſibly have made nine tricks.

By this example, you ſee the neceſſity there is of taking out two trumps for one upon moſt occaſions.

Yet there is an exception to the foregoing rule; becauſe if you find in the courſe of play, that your adverſaries are very ſtrong in any particular ſuit, and that your partner can give you no aſſiſtance in that ſuit, in ſuch a caſe you are to examine your own, and alſo your adverſaries ſcores; becauſe by keeping one trump in your hand to trump ſuch ſuit, it may be either a means to ſave or win a game.

II. Suppoſe you have ace, queen, and two ſmall cards of any ſuit; your right-hand adverſary leads that ſuit; in that caſe, do not put up your queen, becauſe it is an equal wager that your partner has a better card in that ſuit than the third hand; if ſo, you have the command of that ſuit.

An exception to the foregoing rule is, in caſe you want the lead, then you are to put up your queen.

III. Never chuſe to lead from king, knave, and one ſmall card in any ſuit, becauſe it is 2 to 1 that your

partner has not the ace, and alſo 32 to 25, or about 5 to 4, that he has ace or queen; and therefore, as you have only about 5 to 4 in your favour, and as you muſt have four cards in ſome other ſuit, ſuppoſe the ten to be the higheſt, lead that ſuit, becauſe it is an equal wager that your partner has a better card in that ſuit than the laſt player; and if the ace of the firſt-mentioned ſuit lies behind you, which is an equal wager it ſhould ſo happen, in caſe your partner has it not; in this caſe, on your adverſaries leading this ſuit, you probably make two tricks in it by this method of play.

IV. Suppoſe in the courſe of play it appears to you that your partner and you have four or five trumps remaining, when your adverſaries have none, and that you have no winning card in your hand, but that you have reaſon to judge that your partner has a thirteenth card or ſome other winning card in his hand; in that caſe play a ſmall trump, to put the lead into his hand, in order to throw away any loſing card in your hand, upon ſuch thirteenth or other good card.

Some Directions for putting up at ſecond Hand, King, Queen, Knave, or Ten of any Suit, &c.

I. SUPPOSE you have the king, and one ſmall card, of any ſuit, and that your right-hand adverſary plays that ſuit; if he is a good player, do not put up the king, unleſs you want the lead, becauſe a good player ſeldom leads from a ſuit of which he has the ace, but keeps it in his hand (after the trumps are played out) to bring in his ſtrong ſuit.

II. Suppoſe you have a queen, and one ſmall card, of any ſuit, and that your right-hand adverſary leads that ſuit; do not put on your queen, becauſe, ſuppoſe the adverſary has led from the ace and knave, in that caſe, upon the return of that ſuit, your adverſary fineſſes the knave, which is generally good play, eſpecially if

his partner has played the king, you thereby make your queen; but by putting on the queen, it ſhews your adverſary that you have no ſtrength in that ſuit, and conſequently puts him upon ſineſſing upon your partner throughout that whole ſuit.

III. In the former examples you have been informed when it is thought proper to put up the king or queen at ſecond hand; you are likewiſe to obſerve, in caſe you ſhould have the knave or ten of any ſuit, with a ſmall card of the ſame ſuit, it is generally bad play to put up either of them at ſecond hand, becauſe it is five to two that the third hand has either ace, king, or queen of the ſuit led; it therefore follows, that as the odds againſt you are five to two, and though you ſhould ſucceed ſometimes by this method of play, yet in the main you muſt be a loſer; becauſe it demonſtrates to your adverſaries that you are weak in that ſuit, and conſequently they fineſſe upon your partner throughout that whole ſuit.

IV. Suppoſe you have ace, king, and three ſmall cards of a ſuit, your right-hand adverſary leads that ſuit; upon which you play your ace, and your partner plays the knave. In caſe you are ſtrong in trumps, you are to return a ſmall one in that ſuit, in order to let your partner trump it: and this conſequence attends ſuch play, viz. you keep the command of that ſuit in your own hand, and at the ſame time it gives your partner an intimation that you are ſtrong in trumps; and, therefore, he may play his game accordingly, either in attempting to eſtabliſh a ſaw, or by trumping out to you, if he has either ſtrength in trumps, or the command of the other ſuits

V. Suppoſe A and B's game is ſcored 6, the adverſaries C and D is ſcored 7, and that 9 cards are played out, of which A and B have won 7 tricks, and ſuppoſe no honours are reckoned in that deal; in this

caſe A and B have won the odd trick, which puts their game upon an equality; and ſuppoſe A to have the lead, and that A has two of the ſmalleſt trumps remaining, with two winning cards of other ſuits; and ſuppoſe C and D have the two beſt trumps between them, with two other winning cards in their hands: *Quere*, How are you to play this game? It is 11 to 3 that C has not the two trumps; and likewiſe 11 to 3 that D has them not: the odds being ſo much in A's favour to win the whole ſtake, it is his intereſt to play a trump; for ſuppoſe the ſtake to be 70l. depending, A wins the whole ſtake, if he ſucceeds by this method of play; but ſhould he play the cloſe game, by forcing C or D to trump firſt, he having won the odd trick already, and being ſure of winning two more in his own hand. By this method his game will be ſcored 9 to 7, which is about 3 to 2, and, therefore, A's ſhare of the 70l. will amount only to 42l. and, by this method, A only ſecures 7l. profit; but in the other caſe, upon ſuppoſition that A and B have 11 to 3 of the ſtake depending, as aforeſaid, by playing his trump, he is entitled to 35l. out of the 70l. depending.

The foregoing caſe being duly attended to, may be applied to the like purpoſe in other parts of the game.

Directions how to Play when an Ace, King, or Queen, are turned up on your Right-hand.

I. SUPPOSE the ace is turned up on your right-hand, and that you have the ten and nine of trumps only, with ace, king, and queen of another ſuit, and eight cards of no value: *Quere*, How muſt this game be played? Begin with the ace of the ſuit of which you have the ace, king, and queen, which is an information to your partner that you have the command of that ſuit; then play your ten of trumps, becauſe it is 5 to 2 that your partner has king, queen, or knave of

trumps; and though it is about 7 to 2 that your partner has not two honours, yet, ſhould he chance to have them, and they prove to be the king and knave, in that caſe, as your partner will paſs your ten of trumps, and as it is 13 to 12 againſt the laſt player for holding the queen of trumps, upon ſuppoſition your partner has it not, in that caſe, when your partner has the lead, he plays to your ſtrong ſuit, and upon your having the lead, you are to play the nine of trumps, which puts it in your partner's power to be almoſt certain of winning the queen if he lies behind it.

The foregoing caſe ſhews, that turning up of an ace againſt you may be made leſs beneficial to your adverſaries, provided you play by this rule.

II. If the king or queen are turned up on your right-hand, the like method of play may be made uſe of; but you are always to diſtinguiſh the difference of your partner's capacity, becauſe a good player will make a proper uſe of ſuch play, but a bad one ſeldom, if ever.

III. Suppoſe the adverſary on your right-hand leads the king of trumps, and that you ſhould have the ace and four ſmall trumps, with a good ſuit; in this caſe it is your intereſt to paſs the king; and though he ſhould have king, queen, and knave of trumps, with one more, if he is a moderate player, he will play the ſmall one, imagining that his partner has the ace: when he plays the ſmall one, you are to paſs it, becauſe it is an equal wager that your partner has a better trump than the laſt player. If ſo, and that he happens to be a tolerable player, he will judge you have a good reaſon for this method of play, and, conſequently, if he has a third trump remaining, he will play it; if not, he will play his beſt ſuit.

IV. *A Critical Caſe to win an Odd Trick.*

Suppoſe A and B partners againſt C and D, and ſuppoſe the game to be nine all, and ſuppoſe all the

trumps are played out, A being the laſt player, has the ace and four other ſmall cards of a ſuit in his hand, and one thirteenth card remaining: B has only two ſmall cards of A's ſuit; C has queen and two other ſmall cards of that ſuit; D has king, knave, and one ſmall card of the ſame ſuit. A and B have won three tricks, C and D have won four tricks; it therefore follows, that A is to win four tricks out of the ſix cards in his hand, in order to win the game. C leads this ſuit, and D puts up the king; A gives him that trick, D returns that ſuit; A paſſes it, and C puts up his queen: thus C and D have won ſix tricks, and C imagining the ace of that ſuit to be in his partner's hand, returns it; by which means A wins the four laſt tricks, and conſequently the game.

V. Suppoſe you ſhould have the king and five ſmall trumps, and that your right-hand adverſary plays the queen; in that caſe do not put on your king, becauſe it is an equal wager that your partner has the ace; and ſuppoſe your adverſary ſhould have queen, knave, ten, and one ſmall trump, it is alſo an equal wager that the ace lies ſingle, either in your adverſary's hand or partner's; in either of which caſes it is bad play to put on your king; but if the queen of trumps is led, and that you ſhould happen to have the king, with two or three trumps, it is the beſt play to put on the king, becauſe it is good play to lead from the queen and one ſmall trump only; and in that caſe ſhould your partner have the knave of trumps, and your left-hand adverſary hold the ace, your neglecting to put on the king is the loſs of a trick.

The Ten or Nine being turned up on your Right-hand.

I. SUPPOSE the ten is turned up on your right-hand, and that you ſhould have king, knave, nine, and two ſmall trumps, with eight other cards of

no value, and that it is proper for you to lead trumps; in that caſe, begin with the knave, in order to prevent the ten from making a trick; and though it is but about five to four that your partner holds an honour, yet if that ſhould fail, by fineſſing your nine on the return of trumps from your partner, you have the ten in your power.

II. The nine being turned up on your right-hand, and that you ſhould have knave, ten, eight, and two ſmall trumps, by leading the knave it anſwers the like purpoſe of the former caſe.

III. You are to make a wide difference between a lead of choice, and a forced lead of your partner's; becauſe, in the firſt caſe, he is ſuppoſed to lead from his beſt ſuit, and finding you deficient in that ſuit, and not being ſtrong enough in trumps, and not daring to force you, he then plays his next beſt ſuit; by which alteration of play, it is next to a demonſtration that he is weak in trumps: but ſhould he perſevere, by playing off his firſt lead, if he is a good player, you are to judge him ſtrong in trumps, and it is a direction for you to play your game accordingly.

IV. There is nothing more pernicious, at the game of whiſt, than to change ſuits often, becauſe in every new ſuit you run the riſk of giving your adverſary the tenace; and, therefore, though you lead from a ſuit of which you have the queen, ten, and three ſmall ones, and your partner puts up the nine only, in that caſe, if you ſhould happen to be weak in trumps, and that you have no tolerable ſuit to lead from, it is your beſt play to purſue the lead of that ſuit by playing your queen, which leaves it in your partner's option whether he will trump it or not, in caſe he has no more of that ſuit; but in your ſecond lead, in caſe you ſhould happen to have the queen or knave of any other ſuit, with one card only of the ſame ſuit, it would be better play to

lead from your queen or knave of either of theſe ſuits, it being 5 to 2 that your partner has one honour at leaſt in either of thoſe ſuits.

V. If you have ace, king, and one ſmall card of any ſuit, with four trumps; if your right-hand adverſary leads that ſuit, paſs it, becauſe it is an equal wager that your partner has a better card in that ſuit than the third hand; if ſo, you gain a trick by it; if otherwiſe, as you have four trumps, you need not fear to loſe by it, becauſe when trumps are played, you may be ſuppoſed to have the long trump.

A Caution not to part with the Command of your Adverſary's great Suit, &c.

I. IN caſe you are weak in trumps, and that it does not appear that your partner is very ſtrong in them, be very cautious how you part with the command of your adverſary's great ſuit; for ſuppoſe your adverſary plays a ſuit of which you have the king, queen, and one ſmall card only, the adverſary leads the ace, and upon playing the ſame ſuit, you play your queen, which makes it almoſt certain to your partner that you have the king; and ſuppoſe your partner refuſes to that ſuit, do not play the king, becauſe if the leader of that ſuit, or his partner, have the long trump, you riſk the loſing of three tricks to get one.

II. Suppoſe your partner has ten cards remaining in his hand, and that it appears to you that they conſiſt of trumps and one ſuit only; and ſuppoſe you ſhould have king, ten, and one ſmall card of his ſtrong ſuit, with queen and two ſmall trumps; in this caſe, you are to judge he has five cards of each ſuit, and therefore you ought to play out the king of his ſtrong ſuit; and if you win that trick, your next play is to throw out the queen of trumps; if that likewiſe comes home, proceed to play

trumps: this method of play may be made uſe of at any ſcore of the game, except at 4 and 9.

III. *The Trump turned up to be remembered.*

It is ſo neceſſary that the trump turned up ſhould be known and remembered, both by the dealer and his partner, that we think it proper to obſerve, that the dealer ſhould always ſo place that card, as to be certain of having recourſe to it; for ſuppoſe it to be only a 5, and that the dealer has two more, *viz.* the 6 and 9, if his partner trumps out with ace and king, he ought to play his 6 and 9; becauſe let us ſuppoſe your partner to have ace, king and four ſmall trumps; in this caſe, by your partner's knowing you have the 5 remaining, you may win many tricks.

IV. Your right hand adverſary leads a ſuit of which you have the ten and two ſmall ones; the third hand puts up the knave, your partner wins it with the king; when your adverſary leads that ſuit again, and plays a ſmall one, do you put on your ten, becauſe it may ſave your partner's ace, upon ſuppoſition that your right-hand adverſary led from the queen: you will ſeldom fail of ſucceſs by this method of play.

V. Suppoſe you have the beſt trump, and that the adverſary A has one trump only remaining, and that it appears to you that your adverſary B has a great ſuit; in this caſe, though you permit A to make his trump, yet by keeping the trump in your hand, you prevent the adverſary B from making his great ſuit; whereas, if you had taken out A's trump, it had made only one trick difference; but by this method you probably ſave three or four tricks.

VI. *The following Caſe happens frequently.*

That you have two trumps remaining when your adverſaries have only one, and it appears to you that your partner has one great ſuit; in this caſe always play a trump, though you have the worſt, becauſe by remov-

ing the trump out of your adverſary's hand, there cannot be no obſtruction to your partner's great ſuit.

VII. Suppoſe you ſhould have three trumps when no one elſe has any, and that you ſhould have only four cards of any certain ſuit remaining; in this caſe play a trump, which ſhews your partner that you have all the trumps, and alſo gives you a fair chance for one of your adverſaries to throw away one card of the aforeſaid ſuit; by which means, ſuppoſing that ſuit to have been once led, and one thrown away, makes five, and four remaining in your hand makes nine, there being only four remaining between three hands, and your partner having an equal chance to hold a better card in that ſuit than the laſt player, it therefore follows that you have an equal chance to make three tricks in that ſuit, which probably could not have been done but by this method of play.

VIII. Suppoſe you have five trumps, and ſix ſmall cards of any ſuit, and you are to lead; the beſt play is to lead from the ſuit of which you have ſix, becauſe, as you are deficient in two ſuits, your adverſaries will probably trump out, which is playing your own game for you; whereas, had you begun with playing trumps, they would force you, and conſequently deſtroy your game.

The Manner of playing Sequences further explained.

I. IN trumps you are to play the higheſt of your ſequences, unleſs you ſhould have ace, king, and queen; in that caſe play the loweſt, in order to let your partner into the ſtate of your game.

II. In ſuits which are not trumps, if you have a ſequence of king, queen, and knave, and two ſmall ones; whether you are ſtrong in trumps or not, it is the beſt play to begin with the knave, becauſe by getting the ace out of any hand, you make room for the whole ſuit.

III. And in caſe you are ſtrong in trumps, ſuppoſing you ſhould have ſequence of queen, knave, ten, and two ſmall cards of any ſuit; in that caſe you ought to play the higheſt of your ſequence, becauſe, if either of the adverſaries ſhould trump that ſuit in the ſecond round, by being ſtrong in trumps, you fetch out their trumps, and conſequently make the remainder of that ſuit.

The like method may be taken, if you ſhould happen to have a ſequence by knave, ten, nine, and two ſmall cards of any ſuit.

IV. If you have a ſequence of a king, queen, knave, and one ſmall card of any ſuit, whether you are ſtrong in trumps or otherwiſe, play your king, and do the like by any inferior ſequences, if you have only four in number.

V. But if you ſhould happen to be weak in trumps you muſt always begin with the loweſt of the ſequence in caſe you ſhould have five in number; for, ſuppoſe your partner to have the ace of that ſuit, he then makes it; and where lies the difference, whether you or your partner win a trick? for if you had the ace and four ſmall cards of any ſuit, and are weak in trumps, and led from that ſuit, if you play well, you ought to play the ace; and if you are very ſtrong in trumps, you may play your game as backward as you pleaſe; but if you are weak in trumps, you muſt play the reverſe.

VI. Let us explain what is meant by being ſtrong or weak in trumps.

If you have ace, king, and three ſmall trumps.
King, queen, and three ſmall trumps.
Queen, knave, and three ſmall trumps.
Queen, ten, and three ſmall trumps.
Knave, ten, and three ſmall trumps.
Queen, and four ſmall trumps.
Knave, and four ſmall trumps.

In any of the aforeſaid caſes, you may be underſtood to be very ſtrong in trumps, and therefore you may play by the foregoing rules, being morally aſſured of having the command in trumps.

If you have two or three ſmall trumps only, we underſtand you to be weak in them.

VII. What ſtrength in trumps entitles you to force your partner at any point of the game?

Ace, and three ſmall trumps.

King, and three ſmall trumps.

Queen, and three ſmall trumps.

Knave, and three ſmall trumps.

VIII. If, by accident, either you or the adverſaries have forced your partner (though you are weak in trumps), if he has had the lead, and does not chuſe to trump out, force him on as often as the lead comes into your hand, unleſs you have good ſuits of your own to play.

IX. If you ſhould happen to have only two or three ſmall trumps, and that your right-hand adverſary leads a ſuit of which you have none, trump it, which is an information to your partner that you are weak in trumps.

X. Suppoſe you have ace, knave, and one ſmall trump, and that your partner trumps to you, ſuppoſe from the king and three ſmall trumps, *Quere*, whether it is the beſt play to put on the ace or knave? and ſuppoſe your right-hand adverſary has three trumps, and that your left-hand adverſary has the like number; in this caſe, by fineſſing of your knave, and playing your ace, if the queen is on your right-hand, you win a trick by it; but if queen is on your left-hand, and you ſhould play the ace, and then return the knave, admitting your left-hand adverſary put on the queen, which he ought to do, it is above 2 to 1 that one of the adverſaries has the ten, and conſequently you gain no tricks by playing thus.

XI. If your partner has led from the ace of trumps, and ſuppoſe you ſhould have king, knave, and one ſmall trump, by putting on your knave and returning the king, it anſwers exactly the like purpoſe of the former rule.

In other ſuits you may practiſe the like method.

XII. If you are ſtrong in trumps, and that you have king, queen, and two or three ſmall cards in any other ſuit, you may lead a ſmall one, it being 5 to 4 that your partner has an honour in that ſuit, but if you are weak in trumps, you ought to begin with the king.

XIII. If your right-hand adverſary leads a ſuit of which you have king, queen, and two or three ſmall cards of the ſame ſuit, you being ſtrong in trumps, may paſs it, becauſe it is an equal wager that your partner has a better card in that ſuit than the third hand; if not, by your ſtrength of trumps, you need not fear making that ſuit.

XIV. If your right hand adverſary leads a ſuit of which you have king, queen, and one ſmall card, whether in trumps or not, put on the queen: alſo if you have queen, knave, and one ſmall card, put on the knave: and if you have knave, ten, and one ſmall card, put on the ten: by putting up the ſecond beſt, as aforeſaid, your partner has an expectation of your having a better card or cards in the ſame ſuit: and by recourſe to the calculations annexed to this treatiſe, he may be able to judge what are the odds for and againſt him.

XV. If you ſhould have ace, king, and two ſmall cards in any ſuit, being ſtrong in trumps; if your right-hand adverſary leads that ſuit, you may paſs it, becauſe it is an equal wager that your partner has a better card in that ſuit than the third hand; if ſo, you gain a trick by it, if otherwiſe you need not fear to make your ace and king by your ſtrength in trumps.

XVI. If you ſhould have the ace, nine, eight and one ſmall trump, and that your partner leads the ten; in that caſe paſs it, becauſe, unleſs the three honours lie behind you, you are ſure of making two tricks; do the like, if you ſhould have the king, nine, eight, and one ſmall trump; or the queen, nine, eight, and one ſmall trump.

XVII. In order to deceive your adverſaries, if your right-hand adverſary leads from a ſuit of which you have ace, king, and queen, or ace, king, and knave, put on the ace: becauſe that encourages the adverſaries to play that ſuit again: and though you deceive your partner by this method of play, you alſo deceive your adverſaries, which is of greater conſequence in this caſe; becauſe if you had put on the loweſt of the tierce-major, or the knave in the other ſuit, your right-hand adverſary had made a diſcovery that the ſtrength of that ſuit was againſt him, and conſequently would have changed ſuits.

XVIII. Suppoſe you have ace, ten, and one ſmall card, in any ſuit; alſo the ace, nine, and one ſmall card of any ſuit, *Quere*, which of theſe ſuits ought you to lead from? *Anſwer*, from the ſuit of which you have the ace, nine, and one ſmall card; for this reaſon, it being an equal wager that your partner has a better card in that ſuit than the laſt player; if not, let us then ſuppoſe that your right-hand adverſary leads from the king or queen of the ſuit of which you have the ace, ten and one ſmall card; in that caſe it is an equal wager that your partner has a better card in that ſuit than the third hand; if that happens to be the caſe, upon the return of the ſuit, you lie tenace, and conſequently ſtand a fair chance for three tricks in that ſuit.

XIX. *A Caſe to demonſtrate the Tenace.*

Let us ſuppoſe A and B to play at two-handed whiſt, and let us ſuppoſe A to have the ace, queen, ten, eight,

ſix, and four of clubs, which, in caſe B always leads, are ſix ſure tricks. Let us ſuppoſe he has the ſame hand in ſpades, which, in caſe B always leads, are ſix more ſure tricks. We ſuppoſe B has the remainder of theſe two ſuits.

Let us ſuppoſe B to have the ſame hand in hearts and diamonds as A has in ſpades and clubs, and that A has the remainder of the hearts and diamonds, which, in caſe A always leads, are twelve ſure tricks alſo to B.

The foregoing caſe ſhews that both hands are exactly equal; and therefore let one of them name his trumps, and lead, he wins thirteen tricks only.

But if one names the trumps, and the other leads, he that names the trumps ought to win fourteen tricks.

Thoſe who would attain to the playing of whiſt to perfection, muſt not be content only with being a maſter of the calculations contained in this treatiſe, and alſo an exact judge of all the general and particular caſes in the ſame; but be a very punctual obſerver of ſuch cards as are thrown away, both by his partner and adverſaries, and at what time: whoever attends cloſely to theſe particulars is the moſt likely to attain his end.

Additional Caſes.

WHEN it appears to you that the adverſaries have three or four trumps remaining, and that neither you nor your partner have any, never attempt to force one hand to trump, and to let the other throw away a loſing card, but rather endeavour to find out a ſuit in your partner's hand in caſe you have no ſuit in your own; by which means you prevent them from making their trumps ſeparate.

II. Suppoſe A and B are partners againſt C and D, and ſuppoſe nine cards are played out; and alſo ſuppoſe eight trumps are played out; and further ſuppoſe A to have one trump only, and ſuppoſe his partner B to

have the ace and queen of trumps, and ſuppoſe the adverſaries C and D to have the king and knave of trumps between them. A leads his ſmall trump, C plays the knave of trumps. *Quere*, Whether B is to play his ace or queen of trumps upon the knave? becauſe D having four cards in his hand remaining, and C only three, conſequently it is four to three in B's favour, tha the king is in D's hand: if we reduce the number of four cards in a hand to three, the odds then is 3 to 2; and if we reduce the number of three cards in a hand to two, the odds then is 2 to 1 in favour of B's winning of a trick, by putting on his ace of trumps. By the like rule you may play all the other ſuits.

III. Let us ſuppoſe you have the thirteenth trump, and alſo the thirteenth card of any ſuit in your hand, and one loſing card; and let us ſuppoſe you have only three cards remaining. *Quere*, Which of theſe cards are you to play? *Anſwer*, You are to play the loſing card, becauſe if you play the thirteenth card firſt, the adverſaries knowing you to have one trump remaining, will not paſs your loſing card, and therefore you play 2 to 1 againſt yourſelf.

IV. Let us ſuppoſe that you have the ace, king, and three ſmall cards, in any ſuit which has never been played; and let us ſuppoſe that it appears to you that your partner has the laſt trump remaining, *Quere*, How are you to play theſe cards to your greateſt advantage? *Anſwer*, You are to lead a ſmall card in that ſuit, becauſe, it is an equal wager that your partner has a better card in that ſuit than the laſt player; if ſo, and that there are only three cards in that ſuit in any one hand, it follows that you win five tricks in that ſuit; whereas, if you play the ace and king in that ſuit, it is 2 to 1 that your partner does not hold the queen, and conſequently by playing the ace and king, it is 2 to 1 that you win only two tricks in that ſuit. This method may be taken in caſe all the trumps are played out, provided you have

good cards in other ſuits to bring in this ſuit, and you may obſerve that you reduce the odds of 2 to 1 againſt you to an equal chance by this method of play, and probably gain three tricks by it.

V. If you chuſe to have trumps played by the adverſaries, and that your partner has led a ſuit to you of which you have the ace, knave, ten, nine, and eight, or the king, knave, ten, nine, and eight, you are to play the eight of either ſuit; which probably leads the adverſary, if he wins that card, to play trumps.

VI. Suppoſe you ſhould have a quart-major in any ſuit, with one or two more of the ſame ſuit, and that it is neceſſary to let your partner know that you have the command of that ſuit; in that caſe throw away the ace of that ſuit upon any ſuit of which you have none in your hand, to clear up his doubts, becauſe the odds is in your favour that neither of the adverſaries have more than three in that ſuit: the like method may be taken if you have a quart to a king; the ace being played out, you may throw away the king; alſo, if you ſhould have a quart to a queen, the ace and king being played out, you may throw away your queen; all which lets your partner into the ſtate of your game; and you may play by the like rule in all inferior ſequences, having the beſt of them in your hand.

VII. There is ſcarcely any thing more commonly practiſed amongſt moderate players, in caſe the king is turned up on the left hand, and that they have the queen and one ſmall trump only, to play out their queen, in hopes their partner may win the king if it is put on; not conſidering that it is about 2 to 1 that their partner has not the ace, and admitting he has the ace, they do not conſider that they play two honours againſt one, and conſequently weaken their game. The neceſſity only of playing trumps ſhould oblige them to play thus.

VIII. *A Caſe which frequently happens.*

A and B are partners againſt C and D, and all the trumps are played out except one, which C or D has; A has three or four winning cards in his hand of a ſuit already played, with an ace and one ſmall card of another ſuit: *Quere*, whether it is A's beſt play to throw away one of his winning cards, or the ſmall card to his ace-ſuit? *Anſwer*, It is his beſt play to throw away one of his winning cards; becauſe, if his right-hand adverſary plays to his ace-ſuit, he has it in his power to paſs it, and conſequently his partner B has an equal chance to have better card in that ſuit than the third hand; if ſo, and he has any forcing card, or one of his partner's ſuit to play to, in order to force out the laſt trump, his ace remaining in his hand, brings in his winning cards; whereas, if A had thrown away the ſmall card to his ace-ſuit, and that his right-hand adverſary had led that ſuit, he had been obliged to put on his ace, and conſequently had loſt ſome tricks by this method of play.

IX. Suppoſe ten cards have been played out, and ſuppoſe it appears very probable that your left-hand adverſary has three trumps remaining, viz. the beſt and two ſmall ones; and ſuppoſe you have two trumps only, and that your partner has no trump; and ſuppoſe your right-hand adverſary plays a thirteenth or ſome other winning card, in that caſe paſs it, by which means you gain a trick, becauſe the left-hand adverſary muſt trump it.

X. In order to let your partner into the ſtate of your game, let us ſuppoſe you to have a quart-major in trumps, (or any other four beſt trumps) if you are obliged to trump a card, win it with the ace of trumps, and then play the knave, or win it with the higheſt of any four beſt trumps, and then play the loweſt, which clears up your game to your partner: and by ſuch a diſcovery, it

may be the means of winning many tricks: you may practiſe the like rule in all other ſuits.

XI. If your partner calls at the point of eight before his time, you are to trump to him, whether you are ſtrong in trumps or ſuits, or not; becauſe, as he calls before he is obliged to do ſo, it is a declaration of his being ſtrong in trumps.

XII. Suppoſe your right-hand adverſary turns up the queen of clubs; and ſuppoſe, when he has the lead, he plays the knave of clubs; and ſuppoſe you have the ace, ten, and one club more, or the king, ten, and one ſmall card; *Quere*, when he leads his knave, whether you are to win it or not? *Anſwer*, you are not to win it, becauſe it is an equal wager, when he leads his knave of clubs, you not having the king, that your partner has it; alſo it is an equal wager, when he leads his knave of clubs, you not having the ace, that your partner has it, and conſequently you gain a trick by paſſing it; which cannot be done, if you either put on your king or ace of clubs.

XIII. *A Caſe for a Slam.* Let us ſuppoſe A and B partners againſt C and D; and let us ſuppoſe C to deal; and let us ſuppoſe A to have the king, knave, nine, and ſeven of clubs, they being trumps; a quart-major in diamonds, a tierce-major in hearts, and the ace and king of ſpades.

Let us ſuppoſe B to have nine diamonds, two ſpades, and two hearts.

Alſo, let us ſuppoſe D to have the ace, queen, ten, and eight of trumps, with nine ſpades.

And let C have five trumps and eight hearts.

A is to lead a trump, which D is to win, and D is to play a ſpade, which his partner C is to trump: C is to lead a trump, which his partner D is to win; when D is to lead a ſpade, which C is to trump; and C is to

play a trump which D is to win; and D having the beſt trump, is to play it; which done, D having ſeven ſpades in his hand, wins them, and conſequently ſlams A and B.

XIV. If your partner leads the king of a ſuit, and that you have none of that ſuit, paſs it, by throwing away a loſing card, (unleſs your right-hand adverſary has put on the ace) becauſe, by ſo doing, you make room for his ſuit.

XV. Suppoſe your partner leads the queen of a ſuit, and your right-hand adverſary wins it with the ace, and returns that ſuit; in caſe you have none of it, do not trump it, but throw away a loſing card, which makes room for your partner's ſuit. An exception to this manner of play is, if you play for an odd trick, and that you are very weak in trumps, you may trump it.

XVI. Suppoſe you have the ace, king, and one ſmall card of a ſuit, and that your left-hand adverſary leads that ſuit, and ſuppoſe you ſhould have four ſmall trumps, and no ſuit of conſequence to lead from; and ſuppoſe your right-hand adverſary ſhould put up the nine, or any lower card; in this caſe win it with the ace, and return the lead upon the adverſary by playing the ſmall card of that ſuit; who will have reaſon to judge that the king lies behind him, and conſequently will not put up his queen if he has it; and therefore you have a fair probability of winning a trick by this method of play, at the ſame time letting your partner into the ſtate of your game.

XVII. If your partner forces you to trump a card early in the deal, you are to ſuppoſe him ſtrong in trumps, except at the points of 4 or 9; and, therefore, if you are ſtrong in trumps, you may play them.

XVIII. Suppoſe you call at the point of 8, and your partner has no honour; and ſuppoſe you ſhould

have the king, queen, and ten; the king, knave, and ten; or the queen, knave, and ten of trumps; when trumps are played, always put on the ten, which demonſtrates to your partner that you have two honours remaining, and ſo he plays his game accordingly.

XIX. Suppoſe your right-hand adverſary calls at the point of 8, and his partner has no honour; and ſuppoſe you ſhould have the king, nine, and one ſmall trump, or the queen, nine, and two ſmall trumps; when trumps are played by your partner, put on the nine, becauſe it is about 2 to 1 that the ten is not behind you, and ſo you play your nine to an advantage.

XX. If you ſhould happen to lead a ſuit of which you have the ace, king, and two or three more, when you play the ace, if your partner plays the ten or knave, and ſuppoſe you ſhould have one ſingle card in your hand in any other ſuit, and two or three ſmall trumps only; in this caſe lead the ſingle card, in order to eſtabliſh a ſaw; and this conſequence attends ſuch play, *viz.* upon leading that ſuit it gives your partner an equal chance of having a better card in it than the laſt player; whereas, had he led that ſuit to you, which is probable had been his ſtrong ſuit, the adverſaries would have made the diſcovery of your attempting to eſtabliſh a ſaw, they would trump out, and ſo prevent your making your ſmall trumps: by this method of play, your partner will eaſily judge the reaſon for your changing of ſuits, and ſo play his game accordingly.

XXI. Suppoſe you have the ace and deuce of trumps, and ſtrong in the three other ſuits; if you are to lead, play your ace, and next your deuce of trumps, in order to put the lead into your partner's hand, to take out 2 trumps for one; and ſuppoſe the laſt player wins that trick, and that he leads a ſuit of which you have the ace, king, and 2 or 3 more, paſs it, becauſe it is an equal wager that your partner has a better card in that ſuit

than the third hand; if ſo, he will then have an opportunity of taking out two trumps to one; when the lead comes into your hand, you are to endeavour to force out one of the two trumps remaining, upon ſuppoſition 11 trumps are played out, and the odds is ſtill in your favour that your partner has 1 of the 2 trumps remaining.

XXII. Suppoſe 10 cards are played out, and that you have the king, ten, and one ſmall card of any ſuit, which has never been led; and ſuppoſe you have won 6 tricks, and ſuppoſe your partner leads from that ſuit, and that there is neither a trump or thirteenth card in any hand; in this caſe, unleſs your right-hand adverſary puts on ſo high a card as obliges you to play your king, do not put it on, becauſe upon the return of that ſuit you make your king, and conſequently the odd trick, which makes 2 difference; if there happens to be only 9 cards played out, in the like circumſtance, you are to play by the like rule. This method is always to be taken, unleſs the gaining of 2 tricks gives you a chance either to ſave your lurch or to win or ſave the game.

XXIII. Suppoſe A and B partners againſt C and D, and let us ſuppoſe B has the two laſt trumps, alſo the queen, knave, and nine of another ſuit; and let us ſuppoſe A has neither the ace, king, or ten of that ſuit, and A is to lead that ſuit: *Quere*, What card is B to play, to give him the faireſt probability of winning a trick in that ſuit? *Anſwer*, B is to play the nine of that ſuit, becauſe it is only five to four againſt him that his left-hand adverſary holds the ten; and if he plays either the queen or knave, it is about three to one the ace or king is in his left-hand adverſary's hands, and conſequently he reduces the odds of three to one againſt him, to five to four only.

XXIV. Let us vary the foregoing caſe, and put the king, knave, and nine of a ſuit into B's hand, upon ſup-

poſition that A has neither ace, queen, or ten; when A leads that ſuit, it is exactly equal whether B plays his king, knave, or nine.

XXV. Suppoſe you have ace, king, and three or four ſmall cards of a ſuit not played, and that it appears to you that your partner has the laſt trump; in this caſe, if you are to lead, play a ſmall card in that ſuit, it being an equal wager that your partner has a better card in that ſuit than the laſt player; if ſo, the probability is in your favour that you make 5 or 6 tricks in that ſuit; but if you ſhould play out ace and king of that ſuit, it is 2 to 1 that your partner has not the queen, and conſequently it is 2 to 1 that you make only two tricks in that ſuit; by which method of play, you riſk the loſing of 3 or 4 tricks in that deal to gain one only.

XXVI. If your partner leads a ſuit of which he has the ace, queen, knave, and many more, and leads his ace, and then plays his queen; in caſe you have the king and two ſmall cards in that ſuit, win his queen with the king; and ſuppoſe you are ſtrong in trumps, by clearing the board of trumps, and having a ſmall card of your partner's great ſuit, you do not obſtruct his ſuit, and conſequently win many tricks by this method of play.

How to Play for an odd Trick.

SUPPOSE you are elder hand, and that you have the ace, king, and three ſmall trumps, with four ſmall cards of another ſuit, three ſmall cards of the third ſuit, and one ſmall card of the fourth ſuit: *Quere*, How are you to play? *Anſwer*, You are to lead the ſingle card, which, if it is won by the laſt player, it puts him upon playing trumps, or to play to your weak ſuit; in which caſe your partner and you gain the tenace.

The like Caſe for an odd Trick, and that your Partner is to lead.

Let us ſuppoſe he plays the ace of the ſuit, of which you have only one, and proceeds to play the king of the ſame ſuit, and that your right-hand adverſary trumps it with the queen, knave, or ten; do not overtrump him, but throw away a ſmall card of your weakeſt ſuit; the conſequence of which is obvious, becauſe it leaves your partner the laſt player, and ſo gives him the tenace in your weak ſuits.

The like Caſe, upon Suppoſition you want four or five Points, and that you are Elder Hand.

In that caſe play a ſmall trump, and if your partner has a better trump than the laſt player, and returns the lead, put on the king of trumps, and then proceed to play the ſuit of which you have four in number.

Theſe examples being duly attended to, on all parts of the game, muſt be of great conſequence to the player; becauſe when he has no good ſuit to play, his partner being the laſt player gains the tenace in his weak ſuits.

II. A and B are partners againſt C and D, 12 trumps are played out, and 7 cards only remain in each hand, of which A has the laſt trump, and alſo the ace, king, and 4 ſmall cards of a ſuit.

Quere. Whether A ſhould play the ace and king of that ſuit, or a ſmall one?

Anſ. A ought to play a ſmall card of that ſuit, becauſe it is an equal wager that his partner has a better card in that ſuit than the laſt player; and in this caſe, if 4 cards of that ſuit ſhould happen to be in either of the adverſaries hands, by this method of play, he will be able to make five tricks in that ſuit; which, if he played off his ace and king, he had made only 2 tricks in that ſuit. If neither of the adverſaries have more than 3 cards in that ſuit, he has an equal wager to win 6 tricks in it.

III. Suppoſe A and B are partners againſt C and D, and that eight trumps are played out, and that A has four of thoſe trumps remaining, C having the beſt trump, and to lead:

Quere. Whether C ought to play his trump or not?

Anſ. C ought not to play his trump to take out 1 of A's trumps, becauſe, as he leaves 3 trumps in A's hands, in caſe A's partner has any great ſuit to make, by C's keeping the trump in his hands, he can prevent him from making that ſuit by trumping it.

IV. *A Caſe of Curioſity.*

Suppoſe 3 hands of cards, containing 3 cards in each hand: let A name the trumps, and let B chuſe which hand he pleaſes, A having his choice of either of the other 2 hands, wins 2 tricks.

Clubs are to be trumps.

Firſt hand, ace, king, and 6 of hearts.

Second hand, queen, and 10 of hearts, and 10 of trumps.

Third hand, 9 of hearts, and 2 and 3 of trumps.

The firſt hand wins of the ſecond.

The ſecond wins of the third.

And the third wins of the firſt.

THE LAWS OF WHIST.

Of Dealing.

I. IF a card is turned up in dealing, it is in the option of the adverſe party, to call a new deal; but if either of them have been the cauſe of turning up ſuch card, in that caſe the dealer has his option.

II. If a card is faced in the deal, they muſt deal again, unleſs it is the laſt card.

III. Every perſon ought to ſee that he has 13 cards dealt; therefore, if any one ſhould happen to have only 12, and does not find it out till ſeveral tricks are played and that the reſt of the players have their right number'

the deal ſtands good; and alſo the perſon who plays with 12 cards, is to be puniſhed for each revoke, in caſe he has made any; but if any of the reſt of the players ſhould happen to have 14 cards, in that caſe the deal is loſt.

IV. The dealer ought to leave in view upon the table his trump card, till it is his turn to play; and after he has mixed it with his other cards, nobody is entitled to demand what card is turned up, but may aſk what is trumps. This conſequence attends ſuch a law that the dealer cannot name a wrong card, which otherwiſe he might have done.

V. None of the players ought to take up or look at their cards, while any perſon is dealing; and if the dealer ſhould happen to miſs deal, in that caſe he ſhall deal again, unleſs it ariſes from his partner's fault; and if a card is turned up in dealing, no new deal ſhall be called, unleſs the partner has been the cauſe of it.

VI. A deals, and inſtead of turning up the trump, he puts the trump card upon the reſt of his cards, with the face downward; he is to loſe his deal.

Of Playing out of Turn.

VII. If any perſon plays out of his turn, the card ſo played, may be called at any time in that deal, provided it does not cauſe a revoke; or either of the adverſaries may require of the perſon who ought to have led, the ſuit the ſaid adverſary may chuſe.

VIII. A and B are partners againſt C and D; A plays the ten of a ſuit, the adverſary C plays the knave of the ſame ſuit, B plays a ſmall card of the ſame ſuit; but before D plays, his partner C leads another card; the penalty ſhall be in the option of A, or B, to oblige D to win the trick if he can.

IX. A and B are partners againſt C and D; A leads a club, his partner B plays before the adverſary C; in this caſe D has a right to play before his partner C, becauſe B played out of his turn.

X. If the ace, or any other card of a ſuit is led, and it ſhould ſo happen that the laſt player plays out of his turn, whether his partner has any of the ſuit led or not, provided you do not make him revoke, he is neither entitled to trump it, nor to win the trick.

Of Revoking.

XI. If a revoke happens to be made, the adverſaries may add 3 to their ſcores, or take 3 tricks from the revoking party, or to take down 3 from their ſcore; and the revoking party, provided they are up, notwithſtanding the penalty, muſt remain at nine: the revoke takes place of any other ſcore of the game.

XII. If any perſon revokes, and before the cards are turned diſcovers it, the adverſe party may call the higheſt or loweſt card of the ſuit led, or have their option to call the card then played, at any time when it does not cauſe a revoke.

XIII. No revoke to be claimed till the trick is turned and quitted, or the party who revoked, or his partner, have played again.

XIV. If any perſon claims a revoke, the adverſe party are not to mix their cards, upon forfeiture of the revoke.

XV. No revoke can be claimed after the cards are cut for a new deal.

Of calling Honours.

XVI. If any perſon calls at any point of the game, except 8, either of the adverſe parties may call a new deal; and they are at liberty to conſult each other, whether they will have a new deal.

XVII. After the trump card is turned up, no perſon muſt remind his partner to call, on penalty of loſing a point.

XVIII. If the trump card is turned up, no honours in the preceding deal can be ſet up, unleſs they were before claimed.

XIX. If any perſon calls at the point of 8, and his partner anſwers, and both the oppoſite parties have thrown down their cards, and it appears that the other ſide had not two by honours; in this caſe they may conſult with one another about it, and are at liberty to ſtand the deal or not.

XX. And if any perſon anſwers when he has not an honour, the adverſe party may conſult one another about it, and are at liberty to ſtand the deal or not.

XXI. If any perſon calls at 8, after he has played, it ſhall be in the option of the adverſaries to call a new deal.

Of ſeparating and ſhewing the Cards.

XXII. If any perſon ſeparates a card from the reſt, the adverſe party may call it, provided he names it, and proves the ſeparation; but in caſe he calls a wrong card, he or his partner are liable for once to have the higheſt or loweſt card called in any ſuit led during the deal.

XXIII. If any perſon throws his cards upon the table, with their faces upwards, upon ſuppoſition that he has loſt the game, the adverſaries have it in their power to call any of the cards when they think proper, provided they do not make the party revoke, and he is not to take up his cards again.

XXIV. If any perſon is ſure of winning every trick in his hand, he may ſhew his cards upon the table; but he is then liable to have all his cards called.

Of omitting to play to a Trick.

XXV. A and B are partners againſt C and D; A leads a club, C plays the ace of clubs, B plays a club, and D, partner to C, takes up the trick without playing any card; A, and the reſt of the players, play on, till it appears D has one card more than the reſt: penalty to be in the option of the adverſaries to call a new deal.

Reſpecting who played any particular Card.

XXVI. Each perſon in playing, ought to lay his card before him; after he has done ſo, if either of the adverſe

parties mix their cards with his, his partner is entitled to demand each perſon to lay his card before him; but not to enquire who played any particular card.

A Dictionary for Whiſt, which reſolves almoſt all the critical Caſes that may happen at that Game; by Way of Queſtion and Anſwer.

1. HOW to play trumps to the greateſt advantage? Peruſe the Treatiſe of Whiſt, Caſe 11, Page 6, and all the following caſes under that and the next head.

2. How to play ſequences when trumps?

Anſ. You are to begin with the higheſt of them.

3. How to play ſequences when they are not trumps?

Anſ. If you have 5 in number, you are to begin with the loweſt; if 3 or 4 in number, always play the higheſt.

4. Why do you prefer playing of ſequences rather than other ſuits.

Anſ. Becauſe they are the ſafeſt lead, and gain the tenace in other ſuits.

5. When ought you to make tricks early?

Anſ. When you are weak in trumps.

6. When ought you not to make tricks early?

Anſ. When you are ſtrong in trumps.

7. When do you play from an ace-ſuit?

Anſ. You do ſo when you have 3 in number only in any ſuit (trumps excepted).

8. When don't you play from an ace-ſuit?

Anſ. You ought not to lead from an ace-ſuit, having four or more in number in any other ſuit, becauſe the ace is an aſſiſtant to your great ſuit, and, when trumps are played out, enables you to make that ſuit.

9. When any card of conſequence is turned up on your right or left hand, how are you to play in that caſe? See Caſe 1, page 19, and Caſe 1, page 24.

10. Why are you always to play your hand by your own and adverſaries ſcores?

Anſ. Caſe 6, page 5. See references in this caſe.

11. How to know when your partner has no more of the ſuit played? Caſes 1, 2, 3, page 13.

12. Reaſons for putting on at ſecond-hand the king, queen, knave, ten, and when not? Caſes 1, 2, 3, pages 19, 20.

13. Why are you to play the queen, knave, or ten of any ſuit, when that ſuit is played a ſecond time, having three in number only? Caſe 4, page 26.

14. When ought you to over-trump your adverſary, and when not?

Anſ. When you are weak in trumps you ought to over-trump him; but if ſtrong in trumps, you ought to throw away a loſing card.

15. Reaſons for not parting with the command of your adverſary's ſtrong ſuit, Caſe 1, page 25.

16. If your adverſary on your right-hand leads a ſuit of which you have the ace, king, and queen, why are you to put on the ace, preferable to the queen?

Anſ. Becauſe it deceives the adverſary, which, in this caſe, is of more conſequence to you than to deceive your partner.

17. To declare your ſtrong ſuit, when proper to be done, and when not?

Anſ. When you have only one ſtrong ſuit, and you trump out to make that ſuit, in that caſe you ought to declare it; but if you are ſtrong in all ſuits, there is no neceſſity of declaring your ſtrongeſt ſuit.

18. The ace turned up on your right-hand, and that you have the ten and nine only of trumps, why do you play the ten? Caſe 1, page 21.

19. Why do you play from a king-ſuit preferable to a queen-ſuit, having the like numer of each?

Anſ. Becauſe it is 2 to 1 that the ace does not lie in your left-hand adverſary's hands, and it is 5 to 4, if you lead from a queen-ſuit, that the ace or king lies in his hands, and that you loſe your queen, and ſo play to a diſadvantage.

20. Why do you play from a queen-ſuit preferable to a knave-ſuit?

Anſwered, caſe 19.

21. When you have the four beſt cards of any ſuit, why do you throw away the beſt?

Anſ. To let your partner into the ſtate of your game.

22. Your partner's ſtrong ſuit, how are you to make the moſt of it?

At pages 14, 15, 16, are ſix examples to demonſtrate it.

23. The queen turned up on your right-hand, you have the ace, ten, and one trump, or the king, ten, and one trump; if the right-hand adverſary plays the knave, *Quere*, How are you to play?

Anſ. You are to paſs it, by which you have an equal wager of gaining a trick, and cannot loſe by ſo doing.

24. Four cards are played out, and trumps are gone round twice, your partner not appearing to have any higher trump than the 8, yet he has three trumps; when he plays his third trump, the next hand puts on the knave, there being the king only in the adverſary's hand, you having the ace and queen of trumps:

Quere. Whether are you to play the ace or queen?

Anſ. You are to play the ace, becauſe it is 5 to 8 that the laſt player has the king; and if you reduce the cards to 2 in number, it then is 2 to 1 in your favour, by playing the ace, that the king falls: the like method may be taken in other ſuits upon the like occaſions.

EXAMPLE. Let us ſuppoſe that you have only 2 cards remaining in your hands of any ſuit, *viz.* the queen and ten; and let us ſuppoſe the knave and nine

of the ſame ſuit are in your adverſary's hands, when your partner leads that ſuit, your right-hand adverſary plays the nine, and has one card only remaining:

Quere. Whether you ought to play your queen or ten?

Anſ. You ought to play your queen, becauſe it is 2 to 1 that your left-hand adverſary has the knave.—And in all caſes of the like nature you ought to play by this rule.

I would know what is the odds that the dealer at whiſt holds four trumps or more?

Anſ. That he holds four trumps or more, is 232 to 165, or about a guinea to 14s. 11d. and almoſt a farthing.

An Explanation of the Terms, or Technical Words, in this Treatiſe.

FINESSING, means the endeavouring to gain an advantage by art and ſkill, which conſiſts in this:—When a card is led, and you have the beſt and third beſt card of that ſuit, you judge it beſt to put your third beſt card upon that lead, and run the riſk of your adverſary's having the ſecond beſt of it; that if he has it not, which is 2 to 1 againſt him, you are then ſure of gaining a trick.

FORCING, means the obliging your partner or your adverſary to trump a ſuit, of which he has none. The caſes mentioned in this Treatiſe will ſhew when it is proper to force either of them.

LONG TRUMP, means the having one or more trumps in your hand, when all the reſt are out.

LOOSE CARD, means a card in a hand that is of no value, and, conſequently, the propereſt to throw away.

POINTS, ten of them make a game; as many as are gained by tricks or honours, ſo many points are ſet up to the ſcore of the game.

QUART, in general, is a ſequence of any four cards immediately following one another in the ſame ſuit.—*Quart-major* is, therefore, a ſequence of ace, king, queen, and knave, in any ſuit.

QUINT, in general, is a ſequence of any five cards immediately following one another in the ſame ſuit.—*Quint-major* is, therefore, a ſequence of ace, king, queen, knave, and ten, in any ſuit.

REVERSE, means only the playing your hand in a different manner; that is to ſay, if you are ſtrong in trumps, you play one way; but if weak in trumps, you play the *Reverſe*, *viz.* another.

SEE-SAW, is when each partner trumps a ſuit, and they play thoſe ſuits to one another to trump.

SCORE, is the number of points ſet up, ten of which make a game.

SLAM, is when either party win every trick.

TENACE, is having the firſt and third beſt cards, and being the laſt player, and conſequently you catch the adverſary when that ſuit is played: As, for inſtance, in caſe you have ace and queen of any ſuit, and that your adverſary leads that ſuit, you muſt win thoſe two tricks; and ſo of any other tenace in inferior cards.

TERCE, is a ſequence of any three cards immediately following one another in the ſame ſuit. *Terce Major* is therefore a ſequence of ace, king, and queen, in any ſuit.

An Artificial Memory, for thoſe who play at the Game of Whiſt.

I. PLACE, of every ſuit in your hand, the worſt of it to the left hand, and the beſt (in order) to the right; and the trumps, in the like order, always to the left of all the other ſuits.

II. If in the courſe of play you find you have the ſt card remaining in any ſuit, put the ſame to the left be your trumps.

III. And if you find you have the ſecond beſt card of any ſuit to remember, place it on the right of your trumps.

IV. And if you have the third beſt card of any ſuit to remember, place a ſmall card of that ſuit between the trumps and that third beſt, to the right of the trumps.

V. To remember your partner's firſt lead, place a ſmall card of that ſuit led in the midſt of your trumps, and if you have but one trump, on the left of it.

VI. When you deal, put the trump turned up to the right of all your trumps, and part with it as late as you can, that your partner may know you have that trump left, and ſo play accordingly.

VII. *To find where or in what Suit your Adverſaries revoke*

Suppoſe the two ſuits on your right-hand to repreſent your adverſaries in the order they ſit, as to your right and left hand.

When you ſuſpect either of them to have made a revoke in any ſuit, clap a ſmall card of that ſuit amongſt the cards repreſenting that adverſary, by which means you record not only that there may have been a revoke, but alſo which of them made it, and in what ſuit.

If the ſuit that repreſents the adverſary that made the revoke, happens to be the ſuit he revoked in, change that ſuit for another, and, as above, put a ſmall card of the ſuit revoked in, in the middle of that exchanged ſuit, and if you have not a card of that ſuit, reverſe a card of any ſuit you have, (except diamonds) and place it there.

VIII. As you have a way to remember your partner's firſt lead, you may alſo record in what ſuit either of your adverſaries made their firſt lead, by putting the ſuit in which they made that lead, in the place which in your hand repreſents that adverſary, at either your right or left hand; and if other ſuits were already placed to repreſent them, then exchange them for the ſuits in which each of them makes his firſt lead.

The foregoing method is to be taken when you find it more neceſſary to record your adverſary's firſt lead, than to endeavour to find out a revoke.

Calculations, which direct with moral certainty how to play well any Hand, by ſhewing the Chances of your Partner's having 1, 2, *or* 3 *certain Cards.*

☞ Read with attention thoſe marked N. B.

For Example.

I Would know what is the chance of his having one certain card?

Anſwer.	againſt him		for him
That he has it not is, N. B.	2	to	1

II. I would know what is the chance of his having two certain cards?

Anſwer.

That he has one of them only, is,	31	to	26
That he has not both of them,	17		2
But that he has one or both, is about 5 to 4, or N. B.	25		32

III. I would alſo know what are the chances of his having 3 certain cards?

Anſwer.	for him.		againſt him.
That he holds one of them only, is 325 for him to 378 againſt him, or about	6	to	7
That he has not 2 of them only, is 156 for him to 547 againſt him, or about	2		7
That he has not all 3 of them, is 22 for him to 681 againſt him, or about	1		31
But that he has 1 or 2 of them, is 481 for him to 222 againſt him, or about	13		6
And that he has 1, 2, or all 3 of them, is about N. B.	5		2

An Explanation and Application of the Calculations neceſſary to be underſtood by thoſe who read this Treatiſe.

Firſt Calculation. IT is 2 to 1 that my partner has not one certain card.

To apply this calculation, let us ſuppoſe the right-hand adverſary leads a ſuit, of which you have the king and one ſmall card only; you may obſerve that it is 2 to 1, by putting on your king, that the left-hand adverſary cannot win it.

Again, let us ſuppoſe that you have the king and three ſmall cards of any ſuit, likewiſe the queen and three ſmall cards of any ſuit, I would know which is the beſt ſuit to lead from? *Anſwer*, From the king, becauſe it is 2 to 1 that the ace does not lie behind you; but it is 5 to 4 that the ace or king of any ſuit lies behind you, and conſequently, by leading from your queen ſuit, you play to a diſadvantage.

2d *Calculation.* It is 5 to 4, at leaſt, that your partner has one card out of any 2 certain cards; the like odds is in favour of your right-hand and left-hand adverſaries; therefore, ſuppoſe you have 2 honours in any ſuit, and knowing it is 5 to 4 that your partner holds one of the other 2 honours, you do by this knowledge play your game to a greater degree of certainty.

Again, let us ſuppoſe that you have the queen and 1 ſmall card in any ſuit only, and that your right-hand adverſary leads that ſuit, if you put on your queen, it is 5 to 4 that your left-hand adverſary can win it, and therefore you play 5 to 4 to your diſadvantage.

3d *Calculation.* It is 5 to 2 that your partner has 1 card out of any 3 certain cards.

Therefore, ſuppoſe you have the knave and 1 ſmall card dealt you, and that your right-hand adverſary leads from that ſuit, if you put on the knave, it is 5 to 2 that your left-hand adverſary has either ace, king,

or queen of the ſuit led, and therefore you play 5 to 2 againſt yourſelf; beſides, there is a further conſideration, by making a diſcovery to your right-hand adverſary, he fineſſes upon your partner throughout that whole ſuit.

And, in order to explain the neceſſity there is of putting on the loweſt of ſequences in all the ſuits led, let us ſuppoſe that your adverſary led a ſuit of which you have the king, queen, and knave, or queen, knave, and ten; by putting on your knave of the ſuit of which you have the king, queen, and knave, it gives your partner an opportunity of calculating the odds for and againſt him in that ſuit, and alſo in all inferior ſuits of which you have ſequences.

A farther uſe to be made of the foregoing calculation: let us ſuppoſe that you have the ace, king, and 2 ſmall trumps, with a quint-major or 5 other winning cards in your hand in any ſuit, and that you have played trumps two rounds, and that each perſon followed trumps; in this caſe there are eight trumps out, and 2 trumps remaining in your hand, which make 10, and 3 trumps which are divided between the remaining 3 players, of which 3 trumps, the odds is 5 to 2 in your favour that your partner has 1; and, therefore, out of 7 cards in your hand, you are entitled to win 5 tricks.

Some Computations for laying Wagers.

All with the Deal.

The deal	——	——	is 21	to 20
1 love	——	——	11	10
2	——	——	5	4
3	——	——	3	2
4	——	——	7	4
5 is 2 to 1 of the game, and 1 of the lurch			2	1
6	——	——	5	2
7	——	——	7	2
8	——	——	5	1
9 is about	——	——	9	2

2	to	1				is	9	to 8
3		1					9	7
4		1					9	6
5		1					9	5
6		1					9	4
7		1					3	1
8		1					9	2
9		1	is about				4	1
3	to	2				is	8	to 7
4		2					4	3
5		2					8	5
6		2					2	1
7		2					8	3
8		2					4	1
9		2					7	2
4	to	3				is	7	to 6
5		3					7	5
6		3					7	4
7		3					7	3
8		3					7	2
9		3	is about				3	1
5	to	4				is	6	to 5
6		4					6	4
7		4					2	1
8		4					3	1
9		4	is about				5	2
6	to	5				is	5	to 4
7		5					5	3
8		5					5	2
9		5	is about				2	1

7 to 6	——	——	is 4	to 3
8 6	——	——	2	1
9 6 is about		——	7	4
8 to 7 is above		———	3	to 2
9 7 is about		——	12	8

8 to 9, is about 3 and a half in the hundred, in favour of 8 with the deal; againſt the deal, the odds are ſtill, though ſmall, in favour of 8.

Calculations for the Whole Rubber.

SUPPOSE A and B are at play, and that A is 1 game, and 8 love of the ſecond game, with the deal.

Quere. What are the odds throughout the whole rubber?

1 Game love and 9 love of the ſecond game (upon ſuppoſition of 9 love with the deal) being nearly 6 to 1;

Firſt game and 9 love of the ſecond game is nearly	13 to 1
Firſt game and 8 love of the ſecond game is a little more than the former	13 to 1, *&c.*
Firſt game and 7 love of the ſecond is nearly	10 to 1
Ditto and 6 love of the ſecond is nearly	8 to 1
Ditto and 5 love of the ſecond is nearly	6 to 1
Firſt game and 4 love of the ſecond is nearly	5 to 1
Ditto and 3 love of the ſecond is nearly	$4\frac{1}{2}$ to 1
Ditto and 2 love of the ſecond is nearly	4 to 1
Ditto and 1 love of the ſecond is nearly	7 to 2

The above calculations are made with the deal.

Againſt the Deal.

SUPPOSE A and B are at play, and that A is 1 game, and any number of points in the ſecond deal.

Firſt game and 9 love of the ſecond is nearly	11 to 1
Ditto and 8 love of the ſecond game (is a little more)	11 to 1
Ditto and 7 love of the ſecond game is	9 to 1
Ditto and 6 love of the ſecond game is	7 to 1
Ditto and 5 love of the ſecond game is	5 to 1
Ditto and 4 love of the ſecond game is	$4\frac{1}{2}$ to 1
Ditto and 3 love of the ſecond game is	4 to 1
Ditto and 2 love of the ſecond game is	7 to 2
Firſt game and 1 love of the ſecond is nearly	$6\frac{1}{2}$ to 2

The uſe which is to be made of the foregoing calculations, may be made by dividing the ſtake, according to the tables herewith ſet down.

MR. PAYNE'S MAXIMS FOR WHIST.

Leader.

1. BEGIN with the ſuit of which you have moſt in number. *For when the trumps are out, you will probably make ſeveral tricks in it.*

2. If you hold equal numbers in different ſuits, begin with the ſtrongeſt. *Becauſe it is the leaſt liable to injure your partner.*

3. Sequences are always eligible leads. *Becauſe they ſupport your partner's hand, without injuring your own.*

4. Lead from a king or queen, rather than from an ace. *For ſince the adverſaries will lead from thoſe ſuits which you do not, your ace will do them moſt harm.*

5. Lead from a king rather than from a queen, and from a queen rather than a knave. *For the ſtronger the ſuit, the leſs is your partner endangered.*

6. Lead not from ace queen, or ace knave, till it becomes neceſſary. *For if that ſuit is led by the adverſaries, you have a good chance af making two tricks in it.*

7. In all ſequences to a queen, knave, or ten, begin with the higheſt. *Becauſe it will frequently diſtreſs your left-hand adverſary.*

8. Having ace, king, and knave, lead the king, *For if ſtrong in trumps, you may wait the return of that ſuit, and fineſſe the knave.*

9. Having ace, king, and one ſmall card, lead the ſmall one. *For by this lead your partner has a chance to make the knave.*

10. Having ace, king, and two or three ſmall cards, play ace and king if weak in trumps, but a ſmall card if ſtrong in them. *For when ſtrong in trumps you may give your partner the chance of making the firſt trick.*

11. Having king, queen, and one ſmall card, play the ſmall one. *For your partner has an equal chance to win the trick; and you need not fear to make king or queen.*

12. Having king, queen, and two or three ſmall cards, lead a ſmall card if ſtrong in trumps, and the king, if weak in them. *For ſtrength in trumps entitles you to play a backward game, and to give your partner the chance of winning the firſt trick; but if weak in trumps, it is neceſſary to ſecure a trick in that ſuit, by leading the king, or queen.*

13. Having an ace with four ſmall cards, and no other good ſuit; play a ſmall card if ſtrong in trumps, and the ace if weak. *For ſtrength in trumps may enable you to make one or two of the ſmall cards, although your partner ſhould not be able to ſupport the lead.*

14. Having king, knave, and ten, lead the ten. *For if your partner holds the ace, you have a good chance of making three tricks, whether he paſſes the ten or not.*

15. Having king, queen, and ten, lead the king. *For if it falls upon the return of that ſuit from your partner, by putting on the ten you have a chance of making two tricks.*

16. Having queen, knave, and nine, lead the queen. *For upon the return of that ſuit from your partner, by putting on the nine you will probably make the knave.*

Second Hand.

1. Having ace, king, and ſmall ones, play a ſmall card if ſtrong in trumps, but the king if weak in them. *For otherwiſe your ace or king might be trumped in the latter caſe, and no hazards ſhould be run with few trumps but in critical caſes.*

2. Having ace, queen, and ſmall cards, play a ſmall one. *For upon the return of that ſuit you will probably make two tricks.*

3. Having ace, knave, and ſmall cards, play a ſmall one. *For upon the return of that ſuit you will probably make two tricks.*

4. Having ace, ten, or nine, with ſmall cards, play a ſmall one. *For by this method you have a chance of making two tricks in the ſuit.*

5. Having king, queen, ten, and ſmall cards, play the queen. *For by playing the ten upon the return of the ſuit, you will probably make two tricks in it.*

6. Having king, queen, and ſmall cards, play a ſmall card if ſtrong in trumps, but the queen if weak in them. *For ſtrength in trumps warrants playing a backward game,*

and it is always advantageous to keep back your adverſaries ſuit.

7. If you hold a ſequence to your higheſt card in the ſuit, play the loweſt of it. *For by this means your partner is informed of your ſtrength in that ſuit.*

8. Having queen, knave, and ſmall ones, play the knave. *Becauſe you will in great probability ſecure a trick in that ſuit.*

9. Having queen, ten, and ſmall ones, play a ſmall one. *For your partner has an equal chance to win the trick.*

10. Having either ace, king, queen, or knave, with ſmall cards, play a ſmall one. *For your partner has an equal chance to win the trick.*

11. Having either ace, king, queen, or knave, with one ſmall card only, play the ſmall one. *For otherwiſe the adverſary will fineſſe upon you in that ſuit.*

12. If a queen is led, and you hold the king, put it on. *For if your partner holds the ace, you do no harm; and if the king is taken, the adverſaries have played two honours to one.*

13. If a knave is led, and you hold the queen, put it on. *For at the worſt you bring down two honours for one.*

14. If a king is led, and you hold ace, knave, and ſmall ones, play the ace. *For it cannot do the adverſaries a greater injury.*

Third Hand.

1. Having ace and king, play the ace, and return the king. *Becauſe you are not to keep the command of your partner's ſtrong ſuit.*

2. Having ace and queen, play the ace, and return the queen, *For although it may prove better in ſome caſes to put on the queen, yet in general your partner is beſt ſupported by the method above.*

3. Having ace and knave, play the ace, and return the knave. *The knave is returned in order to ſtrengthen your partner's hand.*

4. Having king and knave, play the king; and if it wins, return the knave. *Becauſe it will ſtrengthen your partner's hand.*

5. Always put on the beſt when your partner leads a ſmall card. *Becauſe it beſt ſupports your partner's hand.*

6. If you hold the ace and one ſmall card only, and your partner leads the king; put on the ace and return the ſmall one. *For otherwiſe your ace will be an obſtruction to his ſuit.*

7. If you hold the king and one ſmall card only, and your partner leads the ace; if the trumps are out it is good play to put on the king. *For by putting on the king, there is no obſtruction to the ſuit.*

Fourth Hand.

1. If a king is led, and you hold ace, knave, and a ſmall card, play the ſmall one. *For ſuppoſing the queen to follow, you will probably make both ace and knave.*

2. When the third hand is weak in his partner's lead, you may often return that ſuit to great advantage. *But this rule muſt not be applied to trumps, unleſs you are very ſtrong indeed.*

Caſes in which you ſhould return your Partner's Lead immediately.

1. When you win with the ace, and can return an honour. *For then it will greatly ſtrengthen his hand.*

2. When he leads a trump. *In which caſe return the beſt remaining in your hand (unleſs you hold four originally): an exception to this ariſes if the lead is through an honour.*

3. When your partner has trumped out. *For then it is evident he wants to make his great ſuit.*

4. When you have no good card in any other ſuit. *For then you are intirely dependant on your partner.*

Caſes in which you ſhould not return your Partner's Lead immediately.

1. If you win with the king, queen, and knave, and have only ſmall cards remaining. *For the return of a ſmall card will more diſtreſs than ſtrengthen your partner.*

2. If you hold a good ſequence. *For then you may ſhew a ſtrong ſuit, and not injure his hand.*

3. If you have a ſtrong ſuit. *Becauſe leading from a ſtrong ſuit is a direction to your partner, and cannot injure him.*

4. If you have a good hand. *For in this caſe you have a right to conſult your own hand, and not your partner's.*

5. If you hold five trumps. *For then you are warranted to play trumps, if you think it right.*

Of Leading Trumps.

1. Lead trumps from a ſtrong hand, but never from a weak one. *By which means you will ſecure your good cards from being trumped.*

2. Trump not out with a bad hand, although you hold five ſmall trumps. *For ſince your cards are bad, it is only trumping for the adverſaries good ones.*

3. Having aee, king, knave, and three ſmall trumps, play ace and king. *For the probability of the queen's falling is in your favour.*

4. Having ace, king, knave, and one or two ſmall trumps, play the king, and wait the return from your partner to put on the knave. *This method is in order to win the queen, but if you have particular reaſons to wiſh the trumps out, play two rounds of trumps, and then your ſtrong ſuit.*

5. Having ace, king, and two or three ſmall trumps, lead a ſmall one. *This method is with a view to let your partner win the firſt trick; but if you have good reaſon for getting out the trumps, play three rounds, or play ace and king, and then proceed with your ſtrong ſuit.*

6. If your adverſaries are eight, and you hold no honour, throw off your beſt trump. *For if your partner has not two honours, you have loſt the game, and if he holds two honours, it is moſt advantageous for you to lead a trump.*

7. Having ace, queen, knave, and ſmall trumps, play the knave. *For by this mean only the king can make againſt you.*

8. Having ace, queen, ten, and one or two ſmall trumps, lead a ſmall one. *For it will give your partner a chance to win the trick, and keep the command in your own hand.*

9. Having king, queen, ten, and ſmall trumps, lead the king. *For if the king is loſt, upon the return of trumps you may fineſſe the ten.*

10. Having king, knave, ten, and ſmall ones, lead the knave. *Becauſe it will prevent the adverſaries from making a ſmall trump.*

11. Having queen, knave, nine, and ſmall trumps, lead the queen. *For if your partner holds the ace, you have a good chance of making the whole ſuit.*

12. Having queen, knave, and two or three ſmall trumps, lead the queen. *For if your partner holds the ace, you have a good chance for making the whole ſuit.*

13. Having knave, ten, eight, and ſmall trumps, lead the knave. *For on the return of trumps you probably may fineſſe the eight to advantage.*

14. Having knave, ten, and three ſmall trumps, lead the knave. *Becauſe it will moſt diſtreſs your adverſaries, unleſs two honours are held on your right-hand; the odds againſt which is about three to one.*

15. Having only ſmall trumps, begin with the higheſt. *By this play you will ſupport your partner all you can.*

16. Having a ſequence, begin with the higheſt. *By this means your partner is beſt inſtructed how to play his hand, and cannot poſſibly be injured.*

17. If an honour is turned up on your left, and the game much againſt you, lead a trump the firſt opportunity. *For your game being deſperately bad, this method is the moſt likely to retrieve it.*

18. In all other caſes it is dangerous leading through an honour, unleſs you are ſtrong in trumps, or have a good hand. *Becauſe all the advantage of trumping through an honour lies in the fineſſing of your partner.*

19. Suppoſing hereafter it is proper to lead trumps. If an honour is turned up on your left, and you hold only one honour with a ſmall trump, throw off the honour, and next the ſmall one. *Becauſe it will greatly ſtrengthen your partner's hand, and cannot hurt your own.*

20. If an honour is turned up on the left, and you hold a ſequence, lead the higheſt of it. *Becauſe it will prevent the laſt hand from injuring your partner.*

21. If a queen is turned up on the left, and you hold ace, king, and a ſmall one, lead the ſmall trump. *Becauſe you will have a chance for getting the queen.*

22. If a queen is turned up on your left, and you hold the knave, with ſmall ones, lead the knave. *For the knave can be of no ſervice, ſince the queen is on your left.*

23. If an honour is turned up by your partner, and you are ſtrong in trumps, lead a ſmall one: but if weak in them, lead the beſt you have. *By this play the weakeſt hand will ſupport the ſtrongeſt.*

24. If an ace is turned up on the right, and you hold king, queen, and knave, lead the knave. *For it is a ſecure lead.*

25. If an ace is turned up on the right, and you hold king, queen, and ten, lead the king; and upon the return of trumps play the ten. *For by this means you ſhew a great ſtrength to your partner, and will probably make two tricks in them.*

26. If a king is turned up on the right, and you hold queen, knave, and nine, lead the knave; and upon the

return of trumps play the nine. *Becauſe it may prevent the ten from making.*

27. If a king is turned up on your right, and you hold knave, ten, and nine, lead the nine; and upon the return of trumps play the ten. *Becauſe this method will beſt diſcloſe your ſtrength in trumps.*

28. If a queen is turned up on the right, and you hold ace, king, and knave, lead the king; and upon the return of trumps play the knave. *Becauſe you are certain to make the knave.*

29. If a queen is turned up on the right, and you hold ace, king, and ſmall ones, lead the king; and upon the return of trumps you may fineſſe, unleſs the queen falls. *For otherwiſe the queen will make a trick.*

30. If a knave is turned up on the right, and you hold king, queen, and ten, lead the queen; and upon the return of trumps play the ten. *For by theſe means you will make the ten.*

31. If a knave is turned up on the right, and you hold king, queen, and ſmall ones, lead the king; and if that comes home, play a ſmall one. *For it is probable your partner holds the ace.*

32. If a knave is turned up on the right, and you hold king, ten, or queen, ten with two ſmall cards, lead a ſmall one; and upon the return of trumps play the ten. *For it is five to four that your partner holds one honour.*

When you turn up an Honour.

1. If you turn up an ace, and hold only one ſmall trump with it, if either adverſary leads the king, put on the ace. *For it can do the adverſaries no greater injury.*

2. If you turn up an ace, and hold two or three ſmall trumps with it, and either adverſary leads the king, put on a ſmall one. *For if you play the ace, you give up the command in trumps.*

3. If you turn up a king, and hold only one ſmall trump with it, and your right-hand adverſary leads a trump, play the king. *This caſe is really ſomewhat doubtful, and very good players think differently.*

4. If you turn up a king, and hold two or three ſmall trumps with it, if your right-hand adverſary leads a trump, play a ſmall one. *It being the beſt way of ſecuring your king.*

5. If you turn up a queen or knave, and hold only ſmall trumps with it, if your right-hand adverſary leads a trump, put on a ſmall one. *It being the ſecureſt play.*

6. If you hold a ſequence to the honour turned up, play it laſt. *By this mean your partner will be the beſt acquainted with your ſtrength in trumps.*

Of Playing for the Odd Trick.

1. Be cautious of trumping out, notwithſtanding you have a good hand. *For ſince you want the odd trick only, it would be abſurd to play a great game.*

2. Never trump out if your partner appears likely to trump a ſuit. *For it is evidently beſt to let your partner make his trumps.*

3. If you are moderately ſtrong in trumps, it is right to force your partner. *For by this mean you probably gain a trick.*

4. Make your tricks early, and be cautious of fineſſing. *That you may not be greatly injured, though you fail of making the odd trick.*

5. If you hold a ſingle card of any ſuit, and only two or three ſmall trumps, lead the ſingle card. *For it will give you a chance of making a ſmall trump.*

General Rules.

1. Be very cautious how you change ſuits, and let no artifice of the adverſary induce you to it.

2. Keep a commanding card to bring in your ſtrong ſuit when the trumps are out, if your hand will admit of ſuch pretenſions.

3. Never keep back your partner's ſuit in trumps, but return them the firſt opportunity.

4. If you hold a ſtrong ſuit, and but few trumps, rather force your adverſaries than lead trumps, unleſs you are ſtrong in the other ſuits likewiſe.

5. Be ſure to make the odd trick when it is in your power.

6. Always conſider the ſcores, and play your hand accordingly.

7. In a backward game, you may often riſk one trick in order to win two; but in a forward game you are to be more cautious, unleſs you have a good probability of getting up.

8 In returning your partner's lead, play the beſt you have, when you hold but three originally.

9. Remember what cards drop from each hand, how many of each ſuit are out, and what is the beſt remaining card in each.

10. Lead not originally from a ſuit of which you have ace and queen, ace and knave, or king and knave; if you hold another moderate ſuit.

11. If neither of your adverſaries will lead from the above ſuits, you muſt do it yourſelf with a ſmall card.

12. You are ſtrong in trumps with five ſmall ones, or three ſmall ones and one honour.

13. Do not trump a card when you are ſtrong in trumps, and the more eſpecially if you hold a ſtrong ſuit.

14. If you hold only a few ſmall trumps, make them if you can.

15. If your partner refuſes to trump a ſuit of which he knows you have not the beſt, lead him your beſt trump the firſt opportunity.

16. If your partner has trumped a ſuit, and refuſes to play trumps, lead him that ſuit again.

17. Never force your partner but when you are ſtrong in trumps, unleſs you have a renounce yourſelf, or want only the odd trick.

18. If the adverſaries trump out, and your partner has a renounce, give him that ſuit when you get the lead, if you think he has a ſmall trump left.

19. Lead not from an ace ſuit originally, if you hold four in number of another ſuit.

20. When trumps are either returned by your partner, or led by the adverſaries, you may fineſſe deeply in them; keeping the command all you can in your own hand.

21. If you lead the king of any ſuit, and make it, you muſt not thence conclude that your partner holds the ace.

22. It is ſometimes proper to lead a thirteenth card, in order to force the adverſary, and make your partner laſt player.

23. If weak in trumps, make your tricks ſoon; but when ſtrong in them, you may play a more backward game.

24. Keep a ſmall card of your partner's firſt lead, if poſſible, in order to return it when the trumps are out.

25. Never force your adverſary with your beſt card of a ſuit, unleſs you have the ſecond beſt alſo.

26 In your partner's lead, endeavour to keep the command in his hand, rather than in your own.

27. If you have a ſaw, it is generally better to purſue it than to trump out; although you ſhould be ſtrong in trumps with a good ſuit.

28. Keep the trump you turn up as long as you properly can.

29. When you hold all the remaining trumps, play one of them to inform your partner; and then put the lead into his hand.

30. It is better to lead from ace and nine, than from ace and ten.

31. It is better to lead trumps through an ace or king, than through a queen or knave.

32. If you are reduced to the laſt trump, ſome winning cards, and one loſing card only, lead the loſing card.

33. If only your partner has trumps remaining, and he leads a ſuit of which you hold none; if you have a good quart (or ſequence of four) throw away the higheſt of it.

34. If you have an ace with one ſmall card of any ſuit, and ſeveral winning cards in other ſuits; rather throw away ſome winning card than that ſmall one.

35. If you hold only one honour with a ſmall trump, and wiſh the trumps out, lead the honour firſt.

36. If trumps have been led thrice, and there be two remaining in the adverſaries hands, endeavour to force them out.

37. Never play the beſt card of your adverſaries lead at ſecond hand, unleſs your partner has none of that ſuit.

38. If you have four trumps and the command of a ſuit whereof your partner has none, lead a ſmall card in order that he may trump it.

39. If you hold five trumps with a good hand, play trumps, and clear your adverſaries hands of them.

40. If you hold the ace and three ſmall trumps when the adverſaries lead them, and have no particular reaſon for ſtopping the ſuit, let them quietly make king and queen, and on the third round play the ace.

41. Suppoſing yourſelf leader with three ſmall trumps, one ſtrong ſuit, one moderate ſuit, and a ſingle card, begin with the ſtrong ſuit, and next lead the ſingle card.

42. Be careful how you ſort your cards, leſt a ſharp and curious eye ſhould diſcover the number of your trumps.

Whiſt is ſometimes played by three perſons, one of them undertaking an ideal partner called Dumbmy,

whoſe cards are turned up to view on the table, which is reckoned rather an advantage to a good player, but apt to confuſe an indifferent one. Now and then only two people play, with each a dumbmy.

Three-handed whiſt, a game requiring but little ſkill, is played by diſcarding all the duces, threes and fours, with one five, each perſon acting alone: in this way every trick above four, and each honour is reckoned; in other reſpects theſe modes do not vary from the uſual methods and rules.

MR. HOYLE'S GAME OF QUADRILLE.

THE game of quadrille is played by four perſons, with forty cards; the four tens, nines, and eights, are to be diſcarded from the pack; the deal is made by diſtributing the cards to each player, three at a time, for two rounds, and once four at a time, beginning with the right-hand player, who is the elder hand.

Some ſhort Rules for Learners.

I. *When you are the ombre*, and your friend leads from a mat, play your beſt trump, and then lead the next beſt the firſt opportunity.

II. If you poſſeſs all the trumps, keep leading them, except you have other certain winning cards.

III. If all the mats are not revealed by the time you have won ſix tricks, do not run a riſk in playing for the vole.

IV. *When you are the friend called*, and hold only a mat, lead it, but if only a mat guarded by a ſmall trump, lead the ſmall one; though when the ombre is laſt player, lead the beſt trump you have.

V. Punto in red, or king of trumps in black, are good cards to lead when they are your beſt, and ſhould either of them ſucceed, then play a ſmall trump.

VI. When the ombre leads to diſcover the friend, if you hold king, queen, and knave, put on the knave.

VII. Preſerve the called ſuit, whether friend or foe.

VIII. *When playing againſt a lone hand*, never lead a king, unleſs you have the queen, nor change the ſuit, nor permit, if poſſible to avoid it, the ombre to be laſt player.

Becauſe a learner may be at a loſs to know the rank and order of the cards, when trumps, or not, the two following tables ſhew them.

The Rank and Order of the Cards when not Trumps.

Clubs and Spades.	Hearts and Diamonds.
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Ace,
Six,	Deuce,
Five,	Three,
Four,	Four,
Three,	Five,
Deuce.	Six,
	Seven.
In all 9.	In all 10.

The Rank and Order of the Cards when Trumps.

Clubs and Spades.	Hearts and Diamonds.
Spadille, *the ace of ſpades*	Spadille, *the ace of ſpades*
Manille, *the deuce of ſpades, or of clubs.*	Manille, *the ſeven of hearts, or of diamonds.*
Baſto, *the ace of clubs.*	Baſto, *the ace of clubs.*
	Punto, *the ace of hearts, or of diamonds.*
King,	King,
Queen,	Queen,
Knave,	Knave,
Seven,	Deuce,

Clubs and Spades.	Hearts and Diamonds.
Six,	Three,
Five,	Four,
Four,	Five,
Three.	Six.
In all 11.	In all 12.

You may obſerve by the foregoing tables, that ſpadille and baſto are always trumps; thereby the red ſuits have one trump more than the black.

There are three matadores, *viz.* ſpadille, manille, and baſto.

If an ordinary trump is led, you are not obliged to play a matadore upon it; but if ſpadille is led, and you ſhould hold manille or baſto unguarded, you muſt play it: alſo if manille is led, and you ſhould have baſto unguarded, it muſt be played.

The laſt table alſo ſhews the order or rank of the falſe matadores, ſo called, if we begin from baſto, and ſo proceed downward by ſequences to any number.

I. THE firſt thing to be done, after you have ſeen your cards, is, to aſk leave to paſs, or play *ſans prendre*; and if you name a wrong trump, you muſt abide by it

II. If all the players paſs, he who has ſpadille is obliged to play; but if he does not make three tricks, he is not baſted.

III. The player ought to have a fair probability of winning three tricks when he calls a king, to prevent his being baſted.

IV. Therefore we will ſet down ſuch games only, as give a fair chance to win the game by calling a king, with directions at the end of each caſe what trump you are to lead.

Calculations neceſſary to be underſtood by thoſe who have made ſome Progreſs in the Game.

I. I would know what is the odds that my partner holds one out of any two cards?

Anſ. That he holds one card out of any two certain cards, is about 5 to 4 in his favour.

II. I would alſo know what is the odds that my partner holds one card out of any three certain cards?

Anſ. That he holds one card out of any three certain cards, is about 5 to 2 in his favour.

An Application of the foregoing Calculations.

I. That your partner holds one card out of any two certain cards.

Suppoſe you ſhould hold one matadore, it is by this calculation evident, that it is 5 to 4 in your favour that your partner holds one of the other two, and conſequently you may play your game accordingly.

Again, ſuppoſe you call a king, and having a knave and one ſmall card of a ſuit in your hand, by the foregoing calculation, it is plain that you have 5 to 4 in your favour that your partner holds either the king or queen of that ſuit; and conſequently you have the odds in your favour to win a trick in that ſuit.

II. That your partner holds one card out of any three certain cards.

Suppoſe you have no matadore, but with the aſſiſtance of one of them you have great odds of winning the game; you may obſerve, by the foregoing calculation, that it is about 5 to 2 that your partner holds one of them, you having none.

This calculation may be applied to many other caſes; very uſeful to the player.

Games in Red, which may be played, calling a King.

I. Spadille, manille, two ſmall hearts or diamonds, the queen of clubs, and one ſmall one, and four ſmall cards of the other ſuits. Lead a ſmall trump.

II. Spadille, manille, two ſmall hearts or diamonds, with the knave and two ſmall clubs, and three ſmall cards of the other ſuits. Lead a ſmall trump.

III. Spadille, manille, two ſmall hearts or diamonds, three ſmall clubs, and three ſmall cards of the other ſuits. Lead a ſmall trump.

IV. Spadille, punto, king, queen, and one ſmall heart or diamond, three ſmall clubs, the queen, and one ſpade. Lead punto.

V. Spadille, punto, king, knave, and one ſmall heart or diamond, the knave and two ſmall clubs, and two ſmall ſpades. Lead punto.

VI. Spadille, king, queen, knave, and one ſmall heart or diamond, with the queen, knave, and one ſmall club, and two ſmall ſpades. Lead the king of trumps.

VII. Spadille, three, four, five, and ſix of hearts or diamonds, king of clubs and one more, queen and two ſmall ſpades; whether elder or any other hand, when you have the lead play a ſmall trump; in the ſecond lead play ſpadille.

VIII. Manille, baſto, punto, and two ſmall hearts or diamonds, three ſmall clubs, and the knave and one ſpade. Lead manille.

IX. *N. B.* Manille, baſto, king, and two ſmall hearts or diamonds, queen and one ſmall club, and three ſmall ſpades. Lead Manille.

X. *N. B.* Manille, baſto, queen, and two ſmall hearts or diamonds, queen and two ſmall clubs, knave and one ſpade. Lead manille.

XI. Manille, baſto, with the three ſmalleſt hearts or diamonds, queen and one ſmall club, knave, and two ſmall ſpades. Play a ſmall trump.

XII. *N. B.* Manille, punto, king, and two ſmall hearts or diamonds, queen, knave, and one ſmall club, king, and one ſmall ſpade. Lead manille.

XIII. Manille, punto, queen, and two ſmall hearts or diamonds, queen and one ſmall club, king and two ſmall ſpades. Play a ſmall trump.

XIV. Manille, punto, and three ſmall hearts or diamonds, knave and one ſmall club, king, queen, and one ſmall ſpade. Play a ſmall trump.

XV. Manille, and the four ſmalleſt hearts or diamonds, queen and one ſmall club, king, queen, and one ſmall ſpade. Play a ſmall trump.

XVI. *N. B.* Baſto, punto, king, and two ſmall hearts or diamonds, king and queen of clubs, queen and two ſmall ſpades. Lead baſto.

XVII. *N. B.* Baſto, punto, queen, and two ſmall hearts or diamonds, queen, knave, and one ſmall club, king and queen of ſpades. Lead baſto.

XVIII. *N. B.* Baſto, punto, and three of the ſmalleſt hearts or diamonds, king and queen of clubs, queen, knave, and one ſmall ſpade. Play a ſmall trump.

XIX. Baſto, and the four ſmalleſt hearts or diamonds, king and queen of clubs, queen, knave, and one ſmall ſpade. Play a ſmall trump.

XX. *N. B.* Punto, king, queen, and two ſmall hearts or diamonds, king and queen of clubs, queen, knave, and one ſmall ſpade. Lead punto.

XXI. Punto, king, and three ſmall hearts or diamonds, king and queen of clubs, queen, knave, and one ſmall ſpade. Play a ſmall trump.

Games in Black, which may be played, calling a King.

I. SPADILLE, manille, and two ſmall clubs or ſpades, the knave and two ſmall hearts, and three ſmall diamonds. Lead a ſmall trump.

II. *N. B.* Spadille, manille, and two ſmall clubs or ſpades, queen and two ſmall hearts, and three ſmall diamonds. Lead a ſmall trump.

III. Spadille, manille, and two ſmall clubs or ſpades, three ſmall hearts, three ſmall diamonds. Lead a ſmall trump.

IV. *N. B.* Spadille, king, queen, and two ſmall clubs or ſpades, with the queen and one ſmall heart, three ſmall diamonds. Lead the king of trumps.

V. Spadille, king, knave, and two ſmall clubs, queen and two diamonds, two ſmall hearts. Play a ſmall trump.

VI. Spadille, queen, and three ſmall clubs or ſpades, queen and two ſmall hearts, two ſmall diamonds. Play a ſmall trump.

VII. Spadille, and the four ſmalleſt clubs or ſpades, king and one ſmall heart, queen and two ſmall diamonds. Play a ſmall trump.

VIII. Manille, baſto, king, and two ſmall clubs or ſpades, three ſmall hearts, and two ſmall diamonds. Lead manille.

IX. Manille, baſto, queen, and two ſmall clubs or ſpades, three ſmall hearts, queen and one ſmall diamond. Lead manille.

X. Manille, baſto, knave, and two ſmall clubs or ſpades, knave and one heart, three ſmall diamonds. Lead manille.

XI. Manille, baſto, and three ſmall clubs or ſpades, queen, and two ſmall hearts, knave and one ſmall diamond. Lead manille.

XII. *N. B.* Manille, king, queen, and two ſmall clubs or ſpades, king and one ſmall heart, queen, knave, and one ſmall diamond. Lead manille.

XIII. *N. B.* Manille, king, knave, and two ſmall clubs or ſpades, king and one ſmall heart, queen and two ſmall diamonds. Lead manille.

XIV. Manille, king, and three ſmall clubs or ſpades, queen and two ſmall hearts, king and one ſmall diamond. Play a ſmall trump.

XV. Manille, and the four ſmalleſt clubs or ſpades, king, queen, and one ſmall heart, two ſmall diamonds. Play a ſmall trump

XVI. *N. B.* Baſto, king, queen, and two ſmall clubs or ſpades, queen and two ſmall hearts, king and one ſmall diamond. Lead baſto.

XVII. *N. B.* Baſto, king, knave, and two ſmall clubs or ſpades, knave and one heart, king and two ſmall diamonds. Lead baſto.

XVIII. *N. B.* Baſto, king, and three ſmall clubs or ſpades, king and queen of hearts, queen and two ſmall diamonds. Play a ſmall trump.

XIX. Baſto, and four of the ſmalleſt clubs or ſpades, king and queen of hearts, queen, knave, and one ſmall diamond. Play a ſmall trump.

XX. *N. B.* King, queen, knave, and two ſmall clubs or ſpades, king and queen of hearts, knave and two ſmall diamonds. Lead the king of trumps.

XXI. King, queen, ſeven, ſix, and five of clubs or ſpades, king and queen of hearts, queen, knave, and one ſmall diamond. Lead the king of trumps.

You are to obſerve that thoſe caſes, both in the red and black games, which are marked thus *(N. B.)* are very good games to play, and you have the odds on your ſide to win thoſe which are not marked.

N. B. You are to call to your ſtrongeſt ſuits, except you have a queen guarded. And if you are elder hand, you have a fairer chance to win the game than if middle hand, becauſe you have an opportunity of leading a trump, which frequently makes your adverſaries play againſt each other.

Caſes calculated, ſhewing the Players the Odds of winning the following Games of Quadrille, ſans prendre; *and alſo ſuch Games as ought not to be played* ſans prendre.

Games in Black, Elder Hand.

I. THREE matadores in clubs, king and ſix of diamonds, king and ſix of hearts, king, five, and ſix of ſpades. Play trumps to all the elder-hand games. The above game wins 27 to 4.

II. Three matadores, and the three of clubs, king and ſix of diamonds, king and ſix of hearts, two ſmall ſpades. The above game wins 215 to 162, or about 4 to 3.

III. Three matadores, three and four of clubs, king and ſix of diamonds, three ſmall hearts. Wins 291 to 86, or above 10 to 3.

IV. Three matadores, with three, four, and five of clubs, two ſmall diamonds, two ſmall hearts. Wins near 10 to 1.

V. Spadille, manille, king, knave, three and four of clubs, two ſmall diamonds, two ſmall hearts. Wins 4895 to 3022. or about 8 to 5.

VI. Spadille, manille, king, three, four, and five of clubs, two ſmall diamonds, two ſmall hearts. Wins about 8 to 5.

VII. Spadille, manille, king, three and four of clubs, king and ſix of diamonds, three ſmall hearts. Loſes 1514 to 1125, or about 4 to 3.

VIII. Spadille, manille, three, four, five, and ſix of clubs, two ſmall diamonds, two ſmall hearts. Loſes 1514 to 1125, or about 4 to 3.

IX. Spadille, manille, three, four, and five of clubs, king and one ſmall diamond, three ſmall hearts. Loſes 2234 to 405, or about 11 to 2.

X. Three falſe matadores, and three of clubs, king and ſix of diamonds, king and ſix of hearts, king and ſix of ſpades. Wins 215 to 162, or about 4 to 3.

XI. Three falſe matadores, three and four of clubs, king and ſix of diamonds, king, ſix, and five of hearts. Wins 291 to 86, or above 10 to 3.

XII. Three falſe matadores, three, four, and five of clubs, king and ſix of diamonds, two ſmall hearts. Wins 1025 to 106, or near 10 to 1.

XIII. Manille, baſto, queen, three, four, and five of clubs, king and one ſmall diamond, two ſmall hearts. Wins 4895 to 3022, or above 8 to 5.

XIV. Manille, baſto, knave, three, four, and five of clubs, king and one ſmall diamond, two ſmall hearts. Loſes 4162 to 3755, or almoſt 10 to 9.

XV. Spadille, three, four, five, and ſix of clubs, king and one ſmall diamond, king of ſpades, king and one ſmall heart. He muſt lead a ſmall trump, and his chance then for winning is 1749 to 890, or near 2 to 1 for winning.

XVI. Spadille, three, four, five, ſix, and ſeven of clubs, king and one diamond, king of ſpades, king of hearts. Wins about 275 to 2.

Games in Red, Elder Hand.

I. THREE matadores in hearts, king and one diamond, king and one ſpade, king and two clubs. Wins 24 to 11, or about 2 to 1.

II. Three matadores, and three of hearts, king and one ſmall diamond, king and queen of clubs, two ſmall ſpades. Wins 7010 to 1661, above 4 to 1; beſides the chance that his kings and queens paſs, though he ſhould not fetch out all the trumps.

III. Three matadores, and three and four of hearts, king and one ſmall club, three diamonds. Wins almoſt 4 to 3.

IV. Three matadores, three, four, and five of hearts, two ſmall diamonds, two ſmall clubs. Wins 291 to 86, or above 10 to 3.

V. Spadille, manille, punto, queen, three, and four of hearts, two ſmall diamonds, two ſmall clubs. Loſes 1706 to 1339, or above 5 to 4.

VI. Spadille, manille, punto, three, four, and five of hearts, two ſmall diamonds, two ſmall clubs. Loſes 1514 to 1125, or above 4 to 3.

VII. Spadille, manille, king, three, four, and five of hearts, two ſmall diamonds, two ſmall clubs. Loſes 278 to 99, or about 14 to 5.

VIII. Spadille, manille, three, four, five, and ſix of hearts, two ſmall diamonds, two ſmall clubs. Loſes above 3 to 1.

IX. Spadille, manille, three, four, five, and ſix of hearts, king and one club, two ſmall diamonds. Wins 1845 to 794, or above 9 to 4.

X. Spadille, manille, two, three, four, five, ſix of hearts, two ſmall diamonds, one ſmall club. Wins above 9 to 1, nearer 10 to 1.

XI. Four matadores in hearts, king and two ſmall clubs, king and two ſmall ſpades. Wins about 16 to 1. That he fetches out the trump is 7206 to 1465, near 5 to 1; beſides the chance for his king's paſſing though the trump ſhould not fall.

XII. Three falſe matadores, and three of hearts, king and one ſmall club, king and one diamond, king and one ſmall ſpade. Loſes 5791 to 2880, or above 2 to 1.

XIII. Three falſe matadores, three and four of hearts, king and one club, king and two ſpades. Wins 215 to 162, or about 4 to 3.

XIV. Three falſe matadores, three, four, and five of hearts, king and one ſmall club, two ſmall ſpades. Wins 291 to 86, or above 10 to 3.

XV. Three falſe matadores, with the knave, the three, four, and five of hearts, one ſmall diamond, two ſmall ſpades. Wins 1025 to 106, near 10 to 1; but

you are to ſuppoſe the lead is to come into your hand a ſecond time, without trumping with a matadore.

XVI. Three falſe matadores, with the queen, the three, four, and five of hearts, one ſmall diamond, two ſmall clubs. (As the former) wins near 10 to 1.

XVII. Manille, baſto, king, three, four, and five of hearts, king and one diamond, two ſmall clubs. Loſes 1514 to 1125, or about 4 to 3.

XVIII. Manille, baſto, queen, three, four, and five of hearts, king and one club, two ſmall ſpades. Loſes 278 to 99, or near 3 to 1.

XIX. Manille, baſto, three, four, five, and ſix of hearts, king and one diamond, two ſmall clubs. Loſes 2639 to 405, or about 6 to 1.

XX. Spadille, two, three, four, five, and ſix of hearts, king and one diamond, king of ſpades, and the king of clubs. That he fetches out three trumps by playing ſpadille, is above 4 to 1, and conſequently above 4 to 1 for winning.

XXI. Spadille, three, four, five, and ſix of hearts, king and one diamond, king and one ſpade, and the king of clubs.

That three ſure tricks in trumps lie againſt the player, is 1384 to 1255, and conſequently the odds is againſt his winning the game.

If he plays the game, he muſt begin with leading a ſmall trump; for if he plays ſpadille, he has no chance at all.

At his ſecond lead he ought to play ſpadille, having the faireſt probability of winning the game by that method of play.

In all the games of falſe matadores, we have ſuppoſed the player is not over-ruffed before it comes again into his hand.

N. B. If you ſhould have a *ſans prendre* game, and it ſhould be 5 to 4 for winning it, you are to conſider that

the calling a king makes it a ſure game won, beſides the chance of winning a *vole*; and, therefore, upon a ſtrict calculation, it is found to be more adviſeable to call a king in ſuch a caſe.

N. B. A good player may play a weaker game either elder or younger hand, than middle hand.

The Laws of the Game of Quadrille.

I. THE cards are to be dealt to the right-hand, by fours and threes, and no otherwiſe; and the dealer is at liberty to begin by four or three: if in dealing there ſhould come one or more faced cards, there muſt be a new deal, unleſs it is the laſt card.

II. If there are too many or too few cards in the pack, there muſt be a new deal.

III. He who deals wrong, deals again, and is not baſted.

IV. He who has aſked leave is obliged to play.

V. No one is baſted for playing out of turn; but the card played may be called at any time in that deal, provided it does not cauſe a revoke; or either of the adverſaries may demand the partner of him who played out of his turn, or his own partner, to play any ſuit he thinks fit.

VI. The three matadores cannot be forced by an inferior trump.

VII. The ſuperior matadore forces the inferior, when it is played by the firſt player.

VIII. Whoever names any ſuit for trumps, he muſt abide by it, though it ſhould happen to be his worſt ſuit.

IX. If you play with eleven cards, you are baſted.

X. If you play *ſans prendre*, or have matadores, you are to demand them before the next dealer has finiſhed his deal, otherwiſe you loſe the benefit.

XI. If any perſon names his trump without aſking leave, he is obliged to play *ſans prendre*, unleſs the younger hand, and all the reſt have paſſed.

XII. After the game is won, if the perſon who won the ſixth trick plays the ſeventh card, he is obliged to play for the *vole*.

XIII. If you have four kings dealt you, you are at liberty either to call a queen to one of your kings, or to call one of your kings: but you are not to call the queen of trumps.

XIV. If any perſon ſeparates a card from the reſt, he ought to play it, if the adverſe party has ſeen it, unleſs he plays *ſans prendre*.

XV. If the king called, or his partner plays out of his turn, no *vole* is to be played for.

XVI. No perſon is to be baſted for a renounce, unleſs the trick is turned and quitted; and if any perſon renounces, and it is diſcovered, if the player ſhould happen to be haſted by ſuch renounce, all the parties are to take up their cards, and play them over again.

XVII. If ſpadille is forced to play, he is not obliged to make his three tricks.

XVIII. Whoever undertakes playing the *vole*, has the preference of playing before him who offers to play *ſans prendre*.

XIX. If all parties agree to it, before you begin to play, let the perſon have the preference of playing, who plays for the moſt tricks; which will prevent ſmall games from being played.

XX. The player is entitled to know who is his king called, before he declares for the *vole*.

XXI. When ſix tricks are won, he who won the ſixth trick ought to ſay, I play the *vole;* or, I do not play the *vole;* or, I aſk ———, and nothing elſe.

XXII. He who wins the *vole*, is to take double the ſtake played for out of the pool.

XXIII. He who aſks leave (if elder hand), may play *ſans prendre*, in preference to any of the other players.

XXIV. If you have one king only, you may call yourſelf, but muſt win ſix tricks.

XXV. If you play the king ſurrendered, he muſt win ſix tricks who demands the king of any perſon.

XXVI. He who has paſſed once (unleſs he has ſpadille) has no right to play afterwards; alſo he who has aſked the queſtion is obliged to play, unleſs ſomebody elſe plays *ſans prendre*.

XXVII. If the player, or his friend, ſhew their cards before they have won ſix tricks, the adverſaries may call their cards as they pleaſe, ſpecifying each card.

XXVIII. Whoever has aſked leave, cannot play *ſans prendre*, unleſs he is forced.

XXIX. You are at liberty to look at the tricks when you are to lead, but not otherwiſe.

XXX. Whoever undertakes playing for the *vole*, and does not ſucceed, has a right to the ſtakes *ſans prendre*, and matadores if he has them, having won his game.

XXXI. Forced ſpadille cannot play for the *vole*.

XXXII. If any perſon diſcovers his game, he is not entitled to play the *vole*.

XXXIII. If there happen to be two cards of the ſame ſort, and found out before the deal is ended, the deal is void, but not otherwiſe.

XXXIV. Nobody is to declare how many trumps are played out.

XXXV. He who plays and does not make three tricks, is to be baſted alone, unleſs he plays forced ſpadille.

A Dictionary of Quadrille.

TO ASK LEAVE. Is to aſk leave to play, by calling a king.

BASTO. Is the ace of clubs, which is always the third trump.

BASTE. Is a penalty, which conſiſts in paying as many counters as there are down; and is incurred either by renouncing, or by not winning, when you ſtand the game, which is called making the baſte.

CHEVILLE. To be in cheville, is to be between the eldeſt hand and the dealer.

CODILL. Is when thoſe who defend the pool, make more tricks than they who ſtand the game; the former are ſaid to win codill, and the latter to loſe it.

CONSOLATION. Is a claim, which is always paid by thoſe who loſe to thoſe who win, whether by codill or remiſe.

DEVOLE. Is when he who ſtands the game makes no trick.

DOUBLE. To play double, is to pay the game and the ſtake double, as well as the conſolation, the *ſans prendre*, the matadores, and devole.

FORCE. The ombre is ſaid to be forced, when you play a ſtrong trump to weaken him, if he over-trumps; he is likewiſe ſaid to be forced, when he aſks leave, and one of the other players obliges him to play *ſans prendre*, or paſs, by offering to play *ſans prendre*.

FRIEND. Is the player who has the king called.

IMPASSE. To make the impaſſe, is, when, being in cheville, you play the knave of a ſuit of which you have the king.

MANILLE. Is, in black, the deuce of ſpades or clubs; and, if in red, the ſeven of hearts or diamonds, according to the ſuit in which you play, and is always the ſecond trump at the game.

MARK. Means the fiſh put down by the dealer.

MATADORES, or MATS. Mean ſpadille, manille, and baſto, which are the three firſt trumps. Falſe matadores are any ſequence of trumps, following the matadores regularly.

MILLE. A mark of ivory; ſtands for ten fiſh.

OMBRE. Is the name given to him who ſtands the game, either by calling or playing *ſans appeller*, or *ſans prendre*.

PARTY. Signifies the duration of the game, according to the number of tours agreed upon.

PASS. Is the term that is uſed when you have not a hand to play.

PONTO, or PUNTO. Is the ace of diamonds, when diamonds are trumps, or hearts, when they are trumps; and is then the fourth trump.

POOL. The pool conſiſts of the fiſhes, which are ſtaked for the deals, or the counters which are put down by the players, or the baſtes that go on the game. To defend the pool, is to be againſt him who ſtands the game.

PRISE. Is the number of fiſh or counters given to each player at the beginning of the party.

REGLE. Is the order that is obſerved at the game; it is called, being in regle, when the ombre trumps the return of the king called.

REMISE. Is when they who ſtand the game do not make more tricks than they who defend the pool; and they then loſe by remiſe.

RENOUNCE. Is not to play in the ſuit led, when you have of it: it is alſo called a renounce, when, not having any of the ſuit led, you win with a card that is the only one you have of that ſuit in which you play.

REPRISE. The ſame as party.

REPORTE. The ſame as remiſe.

ROY RENDU. The king ſurrendered; is the method of playing, when the king called being given up to the ombre, he is with that to win the game alone.

SPADILLE. Is the ace of ſpades, which is always the firſt trump. *Forced Spadille* is when he who has it is obliged to play; all the others players having paſſed.

SANS APPELLER. That is, without calling; and is, when you play without calling a king.

SANS PRENDRE. This term ſignifies the ſame as *ſans appeller*. *Forced Sans Prendre* is, when, having aſked leave, one of the players offers to play *ſans prendre;* in which caſe you are obliged to play *ſans prendre*, or to paſs.

TENACE. To be in tenace, is to wait with two trumps, that you muſt neceſſarily make when he that has two others is obliged to lead; ſuch are the two black aces, with regard to manille and punto.

TOURS. Are counters put down by the winners, to mark the number of games played.

Additions to the Game of Quadrille.

IN order to vary this game, ſome introduce the mediateur, either with or without the favourite ſuit; the firſt term ſignifies a king, which any perſon may demand, in order to play *ſans prendre*, giving in return ſome other card, and a fiſh; but if the king is of the favourite ſuit, then two fiſh are to be paid. The favourite ſuit is determined by drawing a card at the commencement of the party; and during the whole game, each player, aſking leave in that, has a preference before others who have a good hand in a different ſuit, unleſs a mediateur is demanded, then it takes the lead; and if in the favourite ſuit firſt; thoſe who play alone, without the mediateur, precede even that, and, when in the favourite, take place of all.

Solitaire quadrille is where it is agreed not to call, but always play *ſans prendre*, with or without the mediateur; and if in any deal no one can play alone, then the cards are to be dealt again, and ſuch additions made to the ſtake as may have been ſettled.

Solitaire quadrille by three, or tredille, is by throwing out all (except the king) of one, and only the ſix of the

other red ſuit; each perſon playing on their own account, as at three-handed whiſt.

THE GAME OF PIQUET.

PIQUET is played by two perſons, with thirty-two cards; which are, the ace, king, queen, knave, ten, nine, eight, and ſeven of each ſuit. The ace is the ſuperior, and is equal to eleven points; the king is above the queen, and the queen above the knave, &c. Theſe three cards are each equal to ten points; the ten, ten; the nine, nine; and ſo of the reſt, each card counting for as many points as it hath pips.

To begin the game, you muſt take the pack of cards, and ſhuffle them; then the two players are to cut, and to ſhew the bottom of their cut, the loweſt of which deals, as there is a great advantage in being elder hand.

The dealer then ſhuffles the cards, and preſents them to his adverſary, who may alſo ſhuffle them if he pleaſes, but the dealer muſt have the laſt ſhuffle, and then give them to be cut by his adverſary; but if he ſhould ſcatter them, or cut but one off, or leave but one at the bottom, the dealer may mix them and ſhuffle them again; this done, the dealer is o give twelve a-piece, by two at a time, and the eight cards which remain muſt be placed upon the table, and are called the talon.

In this game there are three chances, viz. the repique, the pique, and the capot.

I. The reqique is, when one of the players counts thirty points in his hand, before his adverſary has or can count one; when in the room of ſaying thirty they call it ninety, and proceed in the ſame manner, above as many points as he could count above thirty.

II. The pique is, when the elder hand has counted thirty in hand or play before the adverſary hath counted one; in which caſe, inſtead of thirty, it is called ſixty, and ſo on as many points as you can count above.

III. The capot is, when either of the players make every trick, for which he is to count forty; inſtead of which he counts but ten, when he only gets the majority of the tricks, which is called *the cards*.

Theſe three chances may all be made in one deal; as thus, ſuppoſe one of the players hath four tierce-majors, his point is good, and he is eldeſt hand: he begins by counting three for his point, twelve for his four tierce-majors, which make fifteen; fifteen and fourteen aces, fourteen kings and fourteen for queens, make one hundred and ſeventeen, thirteen in playing the cards, are one hundred and thirty, and forty for the capot, is one hundred and ſeventy: this ſtroke is very rare, nay, perhaps has never happened; but it is juſt if it ever doth.

To pique your adverſary, you muſt be elder hand; for if you are youngeſt hand, your adverſary counts one for the firſt card he plays, and then your having counted twenty-nine in hand, even if you then take the firſt trick, will not authoriſe you to count ſixty, but only thirty.

The *Carte Blanche*, that is, when you have not one pictured card in your twelve dealt you, counts for ten, and takes place of every thing elſe; then follow the point, the huitiemes, the ſeptiemes, the ſixiemes, the quints, the quarts, the tierces, the four aces, kings, queens, knaves, or tens; the three aces, kings, queens, knaves, or tens follow next; then the points you gain in playing the cards; and the laſt is the ten for winning the cards, or the forty for the capot.

After ſorting the cards, the firſt thing to be conſidered is, whether you have a *Carte Blanche*, that is, if you have not one pictured card; if ſo, you are to let your

adverſary diſcard, and then when he is going to take in and before he has touched the cards, you are to lay your twelve cards on the table, counting them one after another; and your adverſary is not to touch the cards he hath laid out or diſcarded.

The players having examined their hands, the elder hand takes the five cards which ſeem the leaſt neceſſary for his advantage, and laying them aſide, takes as many from the *talon* or heap that is left; and the youngeſt hand lays out three, and takes in the three laſt of the *talon*.

In diſcarding, the firſt intention in ſkilful players is, to gain the cards, and to have the point, which moſt commonly engages them to keep in that ſuit, of which they have the moſt cards, or that which is their ſtrongeſt ſuit; for it is convenient to prefer, ſometimes, forty-one in one ſuit to forty-four in another, in which a quint is not made; ſometimes, even having a quint, it is more advantage to hold the forty-one, where if one card only is taken it may make it a quint-major, gain the point, or the cards, which could not have been done by holding the forty-four, at leaſt without an extraordinary take-in.

You muſt alſo endeavour, in laying out, to get a quatorze, that is, four aces, kings, queens, knaves, or tens, each of which counts for fourteen, and is therefore called a quatorze; the fourteen aces hinder the counting fourteen kings, &c. and by that authority you may count a leſſer quatorze, as of tens, although your adverſary may have fourteen kings, &c. becauſe the ſtronger annuls the weaker: and alſo, in the want of a leſſer quatorze, you may count three aces, three kings, three queens, three knaves, or three tens. It is good to take three aces, and they are better than three kings; and he who has them may by virtue thereof count his three tens, although the adverſary may have three kings; in

favour of a quatorze you count not only any leſſer quatorze, but alſo all the threes which you have, except of nines, eights, and ſevens.

The ſame is to be obſerved in regard to the huitiemes, ſeptiemes, ſixiemes, quints, quarts, and tierces, to which the player muſt have regard in his diſcarding, ſo that what he takes in may make them for him.

The *Point*, is the number of cards of the ſame ſuit which one holds in hand after having taken in, the pips of which muſt be counted; when you aſk if it is good; obſerving the ace counts for eleven, the king, queen, and knave, ten each, and the reſt according to the number of the pips.

The *Point* being ſelected, the eldeſt hand declares what it is, and aſks if it is good: if his adverſary has not ſo many, he anſwers, *it is good*; if he has juſt as many, he anſwers, *it is equal;* and if he has more, he anſwers, *it is not good.* he who has the beſt, counts as many for it as he has cards which compoſe it, and whoever has the point counts it firſt, whether he is eldeſt or youngeſt; but if the points are equal, neither can count: it is the ſame when the two players have equal tierces, quarts, quints, &c.

There are ſix kinds of tierces; one compoſed of an ace, a king, and a queen, called a tierce-major; a ſecond of a king, a queen, and a knave, called a tierce from a king; a third of a queen, a knave, and a ten, called a tierce from a queen; a fourth of a knave, a ten, and a nine, called a tierce from a knave; a fifth of a ten, a nine, and an eight; and a ſixth of a nine, an eight, and a ſeven, called a tierce minor.

You muſt obſerve that all the cards of a tierce, as well as of the quarts, quints, &c. muſt be of the ſame ſuit.

There are five kinds of quarts (pronounced carts;) the firſt, called a quart-major, is compoſed of an ace,

king, queen and knave; the ſecond, a quart from a king, of king, queen, knave, and ten; the third, a quart from a queen, of queen, knave, ten, and nine; the fourth, a quart from a knave, of knave, ten, nine, and eight; and the fifth, a baſſe quart, or a quart-minor, of a ten, nine, eight, and ſeven.

There are four ſorts of quints (pronounced kents;) the firſt, a quint-major, of ace, king, queen, knave, and ten; the ſecond, a quint from a king, of king, queen, knave, ten and nine; the third, a quint from a queen, of a queen, knave, ten, nine, and eight; and the fourth, a quint-baſſe, of knave, ten, nine, eight, and ſeven.

There are three ſorts of ſixiemes; the firſt, a ſixieme-major, of ace, king, queen, knave, ten, and nine; the ſecond, a ſixieme from a king, of king, queen, knave, ten, nine, and eight; and the third, a ſixieme from a queen, of queen, knave, ten, nine, eight, and ſeven.

There are two kinds of ſeptiemes; firſt, a ſeptieme-major, of ace, king, queen, knave, ten, nine, and eight; and ſecond, a ſeptieme from a king, of king, queen, knave, ten, nine, eight, and ſeven.

There is but one ſort of huitiemes, which is compoſed of ace, king, queen, knave, ten, nine, eight, and ſeven, that is, of all the cards of the ſame ſuit.

Theſe ſequences are what it is always proper each player ſhould have regard to in laying out, it being much to his advantage to have them; for if a tierce is good, he who holds it counts three for it, four for a quart, fifteen for a quint, ſixteen for a ſixieme, ſeventeen for a ſeptieme, and eighteen for a huitieme. If your point is good, you count as many points as the number of the cards it conſiſts of; as, for example, if you have a quart-major, and it is alſo good for point, you count four for the point, and four for the quart, which makes eight, and alſo the ſame for the quints, ſixiemes, &c.

But if your point is good, and you have neither tierce nor quart, you only count as many for the point as it conſiſts of cards.

All tierces, quarts, quints, &c. are ſequences, and in favour of one of them being good, you reckon the leſſer ſequences, although your adverſary may have better, and you count for them how ſmall ſoever, your adverſary's being entirely annulled by your ſuperior ſequence; but ſhould the ſuperior ſequences be alike in both the players' hands, whoever ſhould hold ſeveral other ſequences, either of the ſame goodneſs or leſſer, nevertheleſs cannot count one.

After each of the players has taken in the cards which belong to him from the talon or ſtock, he ſhould ſort his cards to ſee what he has to reckon, and put together the moſt cards that he hath of one ſuit to make his point, and then declare it: if the younger hath a better point, he muſt anſwer, *not good*; if he hath as good, he muſt anſwer, *equal;* and if he hath leſs, he muſt anſwer, *good.* After the elder hand hath counted the point, he ſhould examine if he hath not any tierce, quart, quint, &c. and then ſee if he hath any quatorze, or three of aces, kings, &c. that he may reckon them, if his adverſary doth not hinder him by having better.

The points, the tierces, quarts, quints, &c. are to be ſhewn on the table, that their value may be ſeen and reckoned; but you are not obliged to ſhew quatorzes, or three aces, kings, &c.

Four aces, four kings, four queens, four knaves, and four tens, are each called quatorze, and are reckoned for ſo many, *viz.* fourteen; three aces, three kings, three queens, three knaves, and three tens, each reckon for three.

After that each hath examined his game, and the eldeſt, by the queſtions he hath aſked, ſeen every thing that is good in his hand, he begins to reckon. The

carte blanch is firſt reckoned, and if he hath it, is worth ten points; then the point is reckoned, then the ſequences, and laſtly the quatorzes, or threes of aces, kings, &c. after which he begins to play his cards, for each of which he counts one, except it is a nine or an inferior one.

After the elder hand hath led his firſt card, the younger ſhews his point, if it is good, alſo the ſequences, quatorzes, or threes of aces, kings &c. or carte blanche if he has it; and having reckoned them all together, he takes the firſt trick if he can with the ſame ſuit, and counts one for it; if he cannot, the other turns the trick and continues; and when the younger hand can take the trick, he may lead which ſuit he pleaſes.

In regard to the manner of playing the cards, as it is cuſtom and practice which teaches it in the moſt advantageous manner for the player, I ſhall only ſet down in general what can be ſhewn in writing.

It is certain that a good player is principally known from an indifferent one, by the manner of playing his cards, and it is not poſſible to play without knowing the ſtrength of the game; that is to ſay, that by your own hand you ſhould know what your adverſary may hold, and what he muſt have diſcarded, and taking great notice what he hath ſhewn or reckoned.

The firſt intention of a player is, to get the cards; the ſecond is, to make as many points as you can, and hinder your adverſary from ſo doing: but the principal end is to gain the cards, for which you count ten.

I muſt acquaint thoſe who have no knowledge of the game, that there are no trumps at piquet, but the higheſt card of the ſame ſuit takes the trick; for if, for example, one plays the king of ſpades, and the other has the ace, he takes the trick; whereas if one plays the ſeven of ſpades, and the other has no card of that ſuit, though he ſhould throw down a card of ſuperior value

of another ſuit, the trick will be for him that led the ſeven of ſpades.

If the elder hand has the misfortune to have neither point, ſequence, quatorze, or threes which are good, he muſt begin to count by playing that card which he judges moſt proper, and continue to play until his adverſary has played a ſuperior, to lead in his turn.

This method of playing muſt be continued till all the twelve cards are played, and he who takes the laſt trick counts two.

Then each player counts how many tricks he has taken, and he who hath the moſt tricks reckons ten for having gained the cards; but if they are equal, neither ſide can count any for the cards.

As ſoon as each deal is finiſhed, each player ſhould ſet down with counters or other marks how many points he hath made, and ſo proceed until the game is finiſhed; and after each deal the cards muſt be ſhuffled and cut for the next.

At piquet each takes his turn to deal, unleſs the game is finiſhed in one deal.

When you begin another game, the cards muſt be cut afreſh for the deal, unleſs it is agreed upon, when you firſt begin to play, that the deal ſhall go on; in that caſe they muſt deal alternately.

MR. HOYLE'S GAME OF PIQUET.

I. YOU are to play by the ſtages of your game; what is meant by them, is, that when you are backward in the game, or behind your adverſary, you are to play a puſhing game, otherwiſe you are to make twenty-ſeven points elder-hand, and thirteen points younger-hand; and you are always to compare your game with your adverſary's, and diſcard accordingly.

II. You are to diſcard in expectation of winning the

cards, which is ſo eſſential a part of the game, that it generally makes twenty-two or twenty-three points difference; therefore you are not to diſcard for low quatorze, ſuch as three qneens, three knaves, or three tens, becauſe in any of theſe caſes the odds are three to one, elder hand, that you do not ſucceed, and ſeventeen to three, younger-hand: for let us ſuppoſe you ſhould go for a quatorze of queens, knaves, or tens, and throw out an ace or a king, by ſo doing you run the riſk of loſing above twenty points, in expectation of winning fourteen points.

III. At the beginning of a party you are to play to make your game, which is twenty-ſeven points elder-hand, and thirteen points younger-hand: therefore ſuppoſe you are elder-hand, and that you have a tierce-major, and the ſeven of any ſuit, it is five to two but that you take in one card out of any four certain cards; therefore ſuppoſe you ſhould have three queens, three knaves, or three tens, you are in this caſe to diſcard one of them preferably to the ſeven of ſuch a ſuit, becauſe it is three to one that you do not take in any one certain card, elder-hand, to make you a quatorze, and conſequently you diſcard the ſeven of ſuch a ſuit to a great diſadvantage.

IV. If your adverſary is greatly before you in the game, the conſideration of winning the cards muſt be put quite out of the queſtion; therefore ſuppoſe you ſhould have a quart to a queen, or a quart to a knave; in which caſe it is only about five to four, being elder-hand, but that you take in a card to make you a quint, and about three to one but that you take in a queen, a knave, or ten; and ſhould you have three of either dealt you, it is good play to make a puſh for the game, particularly if it is ſo far advanced as to give you but little chance for it in another deal; and in this, and other caſes, you may have recourſe to the calculations aſcertaining the odds.

V. To gain the point, generally makes ten points difference; therefore when you diſcard, you muſt endeavour to gain it, but not riſk the loſing of the cards by ſo doing.

VI. The ſaving of your lurch, or the lurching of your adverſary, is ſo material, that you ought always to riſk ſome points to accompliſh either of them.

VII. If you have ſix tricks, with any winning card in your hand, never fail playing that card; becauſe, at leaſt, you play eleven points to one againſt yourſelf by ſo doing, unleſs in play you diſcover what cards your adverſary has laid out.

VIII. If you are greatly advanced in the game, as ſuppoſe you are eighty to fifty, in that caſe it is your intereſt to let your adverſary gain two points for your one as often as you can, eſpecially if the next deal you are to be elder-hand; but if on the contrary you are to be younger-hand, and are eighty-ſix to fifty or ſixty, never regard the loſing two or three points for the gaining of one, becauſe that point brings you within your ſhew.

IX. The younger-hand is to play upon the defenſive; therefore, in order to make his thirteen points, he is to carry tierces, quarts, and eſpecially to ſtrive for the point: but ſuppoſe him to have two tierces, from a king, queen, or knave, as it is twenty-nine to twenty-eight that he ſucceeds, he having in that caſe four certain cards to take in to make him a quart to either of them, and, perhaps, thereby ſave a pique, &c. he ought preferably to go for that which he has the moſt chance to ſucceed in: but if, inſtead of this method of play, he has three queens, knaves, or tens, and ſhould attempt to carry any of them preferably to the others, the odds that he does not ſucceed being ſeventeen to three againſt him, he conſequently diſcards to a great diſadvantage.

X. The elder or younger hand is ſometimes to ſink one of his points, a tierce or three kings, queens, knaves, or tens, in hopes of winning the cards; but that is to be done with judgment, and without heſitating.

XI. It is often good play for a younger hand not to call three queens, knaves, &c. and to ſink one card of his point, which his adverſary may ſuppoſe to be a guard to a king or queen.

XII. The younger-hand having the cards equally dealt him, is not to take in any card, if thereby he runs the riſk of loſing them, unleſs he is very backward in the game, and has then a ſcheme for a great game.

XIII. If the younger-hand has a probability of ſaving or winning the cards by a deep diſcard; as, for example, ſuppoſe he ſhould have the king, queen, and nine of a ſuit; or the king, knave, and nine of a ſuit; in this caſe he may diſcard either of thoſe ſuits, with a moral certainty of not being attacked in them; and the odds that he does take in the ace of either of thoſe ſuits being againſt him, it is not worth his while to diſcard otherwiſe in expectation of ſucceeding.

XIV. The younger hand having three aces dealt him, it is generally his beſt play to throw out the fourth ſuit.

XV. The younger-hand is generally to carry guard to his queen-ſuits, in order to make points, and to ſave the cards.

XVI. When the younger-hand obſerves that the elder-hand, by calling his point, has five cards, which will make five tricks in play, and may have the ace and queen of another ſuit, he ſhould throw away the guard to that king, eſpecially if he has put out one of that ſuit, which will give him an even chance of ſaving the cards.

XVII. If the elder-hand has a quart to a king dealt him, with three kings, and three queens, (including the

king to his quart) and that he is obliged to diſcard either one of his quart to the king, or to diſcard a king or queen;

Quere. Which is beſt for him to diſcard?

Anſ. The chance for taking in the ace or nine to his quart to a king, being one out of two certain cards, is exactly equal to the taking either a king or a queen, having three of each dealt him; therefore he is to diſcard in ſuch a manner as gives him the faireſt probability of winning the cards.

The foregoing caſe may be a general direction to diſcard in all caſes of the like nature, either for the elder or younger-hand.

XVIII. Suppoſe the elder-hand has taken in his five cards, and that he has the ace, king, and knave of a ſuit, having diſcarded two of that ſuit; he has alſo the ace, king, knave, and two ſmall cards of another ſuit, but no winning cards in the other ſuits;

Quere. Which of theſe ſuits is he to play from, in order to have the faireſt chance of winning or ſaving the cards?

Anſ. He is always to play from the ſuit of which he has the feweſt in number; becauſe, if he finds his adverſary guarded there, the probability is in his favour that he is unguarded in the other ſuit; and ſhould he play from the ſuit of which he has the moſt in number, and finds his adverſary's queen guarded, in that caſe he has no chance to ſave or win the cards.

XIX. If the elder-hand is ſure to make the cards equal, by playing of them in any particular manner, and is advanced before his adverſary in the game, he is not to riſk the loſing of them; but if his adverſary is greatly before him, in that caſe it is his intereſt to riſk the loſing of the cards, in expectation of winning them.

Particular Rules and Caſes.

I. SUPPOSE you are elder-hand, and that you have dealt you a quart-major, with the ſeven and eight of clubs, the king and ten of diamonds, the king and nine of hearts, with the ten and nine of ſpades;

Quere. Whether you are to leave a card, by carrying the quart-major and two more of the ſame ſuit for the point, with two other kings; or to throw out one card of your point?

Anſ. If you throw out one card of your point, there is a poſſibility that you reckon only five points, and that your adverſary may win the cards, by which event he gets eleven points, beſides his three aces, &c. which gives you a bad chance for the game, but by leaving a card, and admitting that one card of conſequence lies in the five cards which you are entitled to take in, it follows, that you have four chances to one againſt leaving that card, and conſequently it is your intereſt to leave a card: the odds are alſo greatly in your favour, that you take in ſome one of the following cards in your four cards, *viz.* there are two to your points, three aces, and one king.

II. If you ſhould happen to have the ace, king, and four ſmall cards of any ſuit, with two other kings, and no great ſuits againſt you, the like method of the former caſe may be practiſed.

III. Suppoſe you ſhould have the king, queen, and four of the ſmalleſt clubs, the king and queen of diamonds, the ace and knave of hearts, and the king and nine of ſpades;

Quere. How are you to diſcard, with a probability of making the moſt points?

Anſ. You are to throw out the queen and four ſmall clubs, and to carry three entire ſuits, with the king of clubs; for this reaſon, becauſe the chance for your tak-

ing in the fourth king is exactly the ſame as the chance of taking in the ace of clubs; in either of which caſes it is three to one againſt you: but if you fail of taking in the fourth king, by diſcarding thus, you have a fair chance to win the cards, which will probably make twenty-two points difference. But ſhould you diſcard with an expectation of taking in the ace of clubs, and ſhould happen to fail, you being obliged to throw out ſome of your great cards, you would have a very diſtant chance of either ſaving or winning the cards.

IV. Suppoſe you ſhould have the king and queen of clubs, a tierce-major in diamonds, queen and knave of hearts, and a quint from the knave of ſpades;

Quere. How are you to diſcard, with a probability of making the moſt points?

Anſ. You are to throw out a quint to a knave in ſpades, in order to make the moſt points; becauſe, let us admit that your quint is good for every thing after you have taken in, you in that caſe only ſcore nineteen points if you carry it, and you probably give the cards up, and alſo the chance of the quatorze of queens, beſides a great number of points in play; and conſequently, by carrying the quint, you would diſcard to a great diſadvantage.

V. Suppoſe you have the king, queen, ſeven, eight, and nine of clubs; the queen and knave of diamonds; the queen, ten, and nine of hearts, with the ace and nine of ſpades;

Quere. How are you to diſcard?

Anſ. You are to diſcard the king, ſeven, eight, and nine of clubs, and the nine of ſpades; by which means you do not only go for three ſuits, but you have the ſame chance for taking in the fourth queen, as you would have to take in the ace of clubs: beſides, the probability of winning the cards is greatly in your favour by this method of diſcarding.

VI. Suppoſe you have the queen, ten, nine, eight, and ſeven of clubs; the knave and ten of diamonds; the king, queen, and knave of hearts, with the ace and nine of ſpades;

Quere. How are you to diſcard?

Anſ. You are to diſcard the five clubs; becauſe it is three to one that you do not take in the knave of clubs; and the carrying three entire ſuits gives you a fairer chance to ſcore more points.

VII. Suppoſe you have the ace, queen, and knave of clubs; the king, queen, and knave of diamonds; the queen and knave of hearts, with the ten, nine, eight, and ſeven of ſpades;

Quere. How are you to diſcard?

Anſ. You are to diſcard the ace of clubs and the four ſpades, becauſe it is only five to four but that you take in a queen or a knave; it is alſo about three to two that you take in an ace: you have alſo three cards to your tierce to a king to take in, *viz.* the ace and ten, or the ten and nine, to make you a quint; all which circumſtances conſidered, you have a fair probability of making a great game: whereas, if you ſhould leave a card, by throwing out the four ſpades only, you run the riſk of leaving one of the following cards, *viz.* the king of clubs, the ace of diamonds, the ace, queen, or knave of ſpades; in any of which caſes you would probably loſe more points than by throwing out the ace of clubs; and if you ſhould carry two ſuits, *viz.* three clubs, three diamonds, and the queen of hearts, you run the riſk of putting out fourteen points; and it is only five to four againſt your taking in a queen or a knave, and therefore you would diſcard to a great diſadvantage.

VIII. Suppoſe you have the king, queen, and ten of a ſuit, and that your adverſary has the ace, knave, and one ſmall card of that ſuit; and that you have only

thoſe three cards left, and you are to make three points of them;

Quere. What card are you to play?

Anſ. You are to play the ten.

IX. Suppoſe you have the ace, queen, ten, and nine of clubs, alſo the king, queen, ten, and nine of diamonds;

Quere. Which of theſe ſuits are you to carry, in order to have the faireſt probability of ſcoring the greateſt number of points?

Anſ. You are to carry the king, queen, ten, and nine of diamonds, becauſe the chance of taking in the ace of diamonds is exactly equal to that of taking in the king of clubs; and alſo the chance of taking in the knave of diamonds is equal to that of taking in the knave of clubs; by which manner of diſcarding you have a probability of ſcoring fifteen points for your quint in diamonds, inſtead of four points for the quart in clubs; and the chance for winning the cards is better, becauſe by taking in the ace of diamonds you have ſeven tricks certain, which cannot happen by taking in the king of clubs.

X. Suppoſe you have four aces and two kings dealt you younger-hand, in order to capot the elder-hand, you are to make a deep diſcard, ſuch as the queen, ten, and eight of a ſuit; by which means, if you happen not to take in any card to ſuch ſuit, you may probably capot the adverſary.

XI. Suppoſe elder-hand, that you have the ace, queen, ſeven, eight, and nine of clubs, alſo the ace, knave, ſeven, eight, and nine of diamonds;

Quere. Which ſuit are you to carry in order to make the moſt points?

Anſ. You are to carry the ace, knave, ſeven, eight, and nine of diamonds, becauſe the taking in the king of diamonds is equal to the taking in the king of clubs, and conſequently as good for winning the cards: but

you have the chance of taking in the ten of diamonds to make you fifteen points, which event cannot happen by taking in any one certain card in clubs.

XII. Suppoſe elder-hand, that you have the ace, queen, ſeven, eight, and ten of clubs, alſo the ace, knave, ſeven, eight, and ten of diamonds;

Quere. Which ſuit is beſt to carry?

Anſ. You are to carry the ace, knave, ſeven, eight, and ten of diamonds, becauſe the chance of taking in the king of diamonds is equal to the chance of taking in the king of clubs, and conſequently as good for winning the cards; but you have an additional chance of taking in the nine of diamonds to make your fifteen points, which event cannot happen by taking in one certain card in clubs.

XIII. Suppoſe you have the ace, queen, ten, and two more of a ſuit; alſo the ace, queen, and ten of another ſuit only. And let us ſuppoſe that your adverſary has ſhewn ſix cards for his point; ſuppoſe the ace, queen, and four ſmall ones, and ſuppoſe you are guarded in that ſuit; as ſoon as you have the lead, you are to play from the ſuit of which you have the feweſt in number, becauſe if he is guarded in that ſuit, he is probably unguarded in the other ſuit; but ſhould you begin with the ſuit of which you have the moſt in number, if he happens to be guarded there, you have then no chance to win the cards; which may prove otherwiſe, if you begin with the ſuit of which you have the feweſt in number. If he is guarded in both ſuits, you have no chance to win the cards.

Some Computations to Diſcard well any Hand.

I THE chance of an elder-hand's taking in one certain card, is three to one againſt him.

II. That of his taking in two certain cards, is 18 to 1 againſt him.

III. I would know what are the odds that an elder-hand takes in four aces?

	Againſt him.	For him.
Anſ. That he takes in 4 aces, is ——	986 to	1
At leaſt 3 of them, is about	33 to	1
2 of them	3 to	1
1 of them	2 to	5

IV. If an elder-hand has one ace dealt him, what are the odds that he takes in the other three?

	Againſt him.	For him.
Anſ. That he takes in the 3 aces ——	113 to	1
At leaſt 2 of them, about	6 to	1
1 of them	1 to	3

V. If an elder-hand has two aces dealt him, what are the odds that he takes in the other two?

	Againſt him.	For him.
Anſ. That he takes in the other 2 aces, is	18 to	1
At leaſt 1 of them, is near 5 to 4 againſt him, or	21 to	17

VI. In caſe the elder-hand has two aces and two kings dealt him, what are the odds that he takes in either the two aces or two kings remaining?

	Againſt him	For him.
Anſ. It is about ——	17 to	2

VII. Elder-hand having neither ace nor king dealt him, what is his chance to take in both an ace and a king in 2, 3, 4, or 5 cards?

	Againſt him.	For him.
Anſ. In 2 cards, is about	11 to	1
In 3 cards ——	4 to	1
In 4 cards ——	9 to	5
In 5 cards ——	33 to	31

VIII. What are the odds that a younger-hand takes in two certain cards?

	Againſt him.	For him.
Anſ.	62 to	1

What are the odds that a younger-hand takes in three certain cards?

	Againſt him.	For him.
Anſ. ———	1139 to	1

IX. The younger-hand having no ace dealt him, what chance has he for his taking one?

	Againſt him.	For him.
Anſ. It is ———	28 to	29

X. If the younger-hand has one ace dealt him, what are the odds of his taking in one or two of the three remaining aces?

	Againſt him.	For him.
Anſ. That he takes in two of them, is about	21 to	1
At leaſt one of them ———	3 to	2

XI. What are the odds that the younger-hand takes in one certain card?

	Againſt him.	For him.
Anſ. That he does not take it in, is	17 to	3

What are the odds of a carte-blanche?

	Againſt him.	For him.
Anſ. ———	1791 to	1

Explanation of the foregoing Calculations.

I. AS by the firſt calculation it is three to one, that, being elder-hand, you do not take in one certain card; you have, therefore, a better chance of advancing your game, by carrying two ſuits for points and the cards, than by aiming at quatorze of queens, knaves, or tens.

II. Second calculation; to take in two certain cards elder-hand, is 18 to 1 againſt you.

Therefore ſuppoſe you have a quart-major, and two other aces dealt you, the odds that you do not take in the ten to your quart-mojor, and the other ace, is eighteen to one againſt you; but that you take in one of them, is only twenty-one to ſeventeen againſt you. And ſuppoſe you have three aces and three kings dealt you, the odds are eighteen to one againſt your taking in the other ace and the other king; yet it is not much above five to four but that you take in one of them. This example ſhews how you are to diſcard in caſes of the like nature.

III. The odds in taking in four certain cards, as four aces, &c. being nine hundred and ſixty-eight to one by the third calculation, is ſo great a chance of not ſucceeding, that it is ſcarce worth further notice.

But to take in three cards out of any four certain cards, elder-hand, is only thirty-three to one againſt you.

Example. Suppoſe you have two aces and two kings dealt you, the odds of taking in three of them out of four certain cards, ſuch as two kings and one ace, or two aces and a king, are only thirty-three to one againſt you.

But ſuppoſe you ſhould want to take in any two out of four certain cards, ſuch as the queen of clubs, the ten of diamonds, the ace of ſpades, and knave of hearts, being elder-hand, it appears by the calculation to be three to one againſt you; and the odds are the ſame for any two out of four certain cards.

But if, being elder-hand, you only want one card out of four, the odds are five to two in your favour that you take it in. Therefore, if you have four tens, or any inferior quatorze dealt you, and no ace, it is great odds in your favour, that, being elder-hand, yor take in one ace, and ought to play your game accordingly. But you muſt always conſider the diſadvantage either

of loſing the cards, or running the riſk of a capot, which you run the hazard of, by ſpoiling your hand with keeping four tens when they are not good.

IV. By the fourth calculation; if you have one ace dealt you, it is one hundred and thirteen to one that you do not take in three others; forty-nine to eight, or about ſix to one, that you do not take in two out of three; but that you take in one out of the three, is about three to two in your favour, or one hundred and thirty-ſeven to ninety-one.

As for example. You have a quart from a king, and two kings more dealt you; as it is three to two that you take in either ace or nine to your quart to the king, or the fourth king, as you have the chance of reckoning fourteen or fifteen points by this method of diſcarding, you ought to play accordingly. And this method ſhews you how to play any hand of the like ſort.

But if you ſhould diſcard with an expectation of taking in two cards out of three certain cards, the odds againſt ſuch an event being above ſix to one, your game muſt indeed be very deſperate if you attempt to diſcard to that purpoſe. The chance of taking in three certain cards, being one hundred and thirteen to one, is a very diſtant chance; yet even ſuch does happen ſometimes, but never oughtto be ventured upon, but when a man has no other reſource in the ſame.

V. The fifth calculation is, that if you have two aces dealt you, it is eighteen to one that you do not take in the two other aces; but only ſeventeen to twenty-one that you take in one of them. Let us illuſtrate the uſe of this by an example. Suppoſe you have a quart-major dealt you, and a quart to a king, and that you are greatly behind your adverſary in the game, to take in the ten to your quart-major is three to one againſt you; but to take in the ace or nine to your quart to the king, is only about five to four againſt you.

Alſo by the ſame rule, ſuppoſe you have three kings and three queens dealt you, the odds of your taking in both a king and a queen, are eighteen to one againſt you; but that of your taking one of them, is only five to four againſt you.

All other caſes of the like nature may be diſcarded by this method of calculation.

VI. As by the ſixth calculation, it is ſeventeen to two that you do not take in two certain cards out of four, ſuch as two kings, two queens, &c. you muſt not, therefore, confound this with the third calculation, where the odds are not above three to one that you take in two cards out of the four.

VII. Having neither an ace nor a king dealt you, what are the odds of your taking in both an ace and a king in two, in three, in four, or in five cards?

Anſ. To take in an ace and a king;

	Againſt you.	For you.
In 2 cards is about ——	11 to	1
In 3 cards —— ——	4 to	1
In 4 cards —— ——	9 to	5
In 5 cards —— ——	33 to	31

You may obſerve, by the foregoing calculation, what are the odds of taking in two, three, four, or five cards out of any eight certain cards, and conſequently diſcard to the greateſt advantage.

The foregoing calculation is either for the elder or younger-hand.

EXAMPLE. Let us ſuppoſe the younger-hand to have two quatorzes againſt him, he may obſerve, that it is not above four to one but that he takes in one of each of them. The like rule may ſerve for any other eight certain cards.

VIII. As by the eighth calculation it is ſixty-two to one, that the younger-hand does not take in two certain cards, which event happening, he ought not therefore

to run the hazard of ſo great a chance, but when his game is deſperate, and does not promiſe him another deal.

IX. By the ninth calculation, as it is twenty-nine to twenty-eight that the younger-hand takes in one ace, having none dealt him; the calculation is the ſame for any card out of four certain cards.

Suppoſe you have two quarts dealt you from the king or queen of any ſuit, it is the ſame odds of twenty-nine to twenty-eight, but that you take in a card to make one of them a quint, and therefore you are to diſcard accordingly.

As alſo, that you take in either ace, king, queen, or knave of any one ſuit, when a pique or repique is againſt you.

X. The tenth calculation is, that if the younger-hand has one ace dealt him, it is twenty-one to one that he does not take in two aces, and about three to two that he does not take in one of them; which calculation holds good in the taking in any three other certain cards. Therefore, for example, let us ſuppoſe, that as it is but three to two againſt the younger-hand's taking in one card out of three to ſave a pique, or a repique, it would generally be reckoned good play, either to throw one from his point, or diſcard a king, &c. for the chance of ſuch an event.

XI. By the eleventh calculation it is ſeventeen to three, younger-hand, againſt your taking in any one certain card; therefore the odds of not ſucceeding in this caſe are ſo greatly againſt you, that it ought not to be attempted, eſpecially if the winning or ſaving the cards is riſked by ſo doing, except in deſperate caſes.

Curious and Inſtructive Caſes.

I. SUPPOSE you are a younger-hand, and that you have the queen, knave, ſeven, eight, and nine of

clubs; alſo the ſeven and eight of diamonds, the ſeven of hearts, and the ten, nine, eight, and ſeven of ſpades; and that the elder-hand has left a card;

Quere. How are you to diſcard, to put it in the power of the cards to repique the elder-hand?

Anſ. You are to carry the five clubs and the four ſpades, and to leave a card; and by taking in the ace, king, and ten of clubs, you repique your adverſary.

II. Suppoſe you have eight clubs, the ace and king of diamonds, the ace of hearts, and the ace of ſpades;

Quere. Whether you repique the younger-hand or not?

Anſ. The younger-hand may have a carte-blanche, by having three quarts from a ten, which reckons firſt, and therefore is not repiqued.

III. What is the higheſt number to be made of a pique?

Anſ. Eighty-two points.

What are the cards which compoſe that number?

Anſ. A quart-major in clubs, a quart-major in diamonds, ace, king, and ten of hearts, with the ace of ſpades.

This is only upon ſuppoſition that the quart-major is good for every thing.

IV. What is the higheſt number to be made of a repique and capot?

Anſ. A hundred and ſeventy points.

What are the cards which compoſe that number?

Anſ. The four tierce-majors, which are ſuppoſed to be good for every thing.

V. Suppoſe you are elder-hand, and that you want eight points of the game, and that the younger-hand wants twenty-three points; and ſuppoſe you have dealt you the ace, king, and queen of clubs; the ace, king, and ten of diamonds; the ace, knave, and nine of hearts; the knave, nine, and ſeven of ſpades:

Quere. How are you to diſcard, to prevent any poſſibility of the younger-hand's making twenty-three points, and he is not to reckon carte-blanche?

Anſ. You are to diſcard the king and queen of clubs, and knave, nine, and ſeven of ſpades, by which method of diſcarding you are certain to make eight points before the younger-hand can make twenty-three points.

VI. Suppoſe you have the ace, queen, and knave of clubs, with the king and ten of diamonds; and ſuppoſe your adverſary has the ace, queen, and knave of diamonds, and the king and ten of clubs, your adverſary being to lead, is to make five points, or to loſe the game:

Quere. How ſhall you play to prevent him from making of five points?

Anſ. When he plays his ace of clubs, you are to play your king of clubs; by which means he can only make four points.

VII. A and B play a party at piquet.

They are one game each of the party.

A has it in his power to win the ſecond game; but then he is younger-hand at the beginning of the next game.

A has it alſo in his power to reckon only ninety-nine points of the ſecond game, and B is to be ſeventy:

Quere. Whether it is A's intereſt to win the ſecond game, or not?

Anſ. It is A's intereſt to win the ſecond game, in the proportion of fourteen to thirteen in his favour.

Some Computations for laying Wagers.

I. IT is five to four that the elder-hand wins the game.

II. It is about two to one that the elder-hand does not lurch the younger-hand.

III. It is near four to one that the younger-hand does not lurch the elder-hand.

Suppoſe A and B make a Party at Piquet.

I. A has the hand: what are the odds that A wins the party?

Anſ. About twenty-three to twenty.

II. If A has one game, and B one game, he who is eldeſt-hand has above five to four to win the party.

III. If A has two games love before they cut for the deal, the odds are above four to one that he wins the party.

IV. If A has two games love, and A has the hand, the odds are about five to one that he wins the party.

V. If B has the hand when A is two love, the odds in favour of A are about three and a half to one.

VI. If A has two games, and B one, before they cut, the odds in favour of A are above two to one.

VII. If A has the hand, and two games to one, the odds are about eleven to four.

VIII. If B has the hand, when A has two games to one, the odds in favour of A are about nine to five.

IX. If A is one game love, and elder-hand, the odds in favour of A are about ſeventeen to ſeven.

X. If A has one game love, and younger-hand, the odds in favour of A are about two to one.

LAWS OF THE GAME OF PIQUET.

I. THE elder-hand is obliged to lay out one card.

II. If the elder-hand takes in one of the three cards which belong to the younger-hand, he loſes the game.

III. If the elder-hand, in taking his five cards, ſhould happen to turn up a card belonging to the younger-hand, he is to reckon nothing that deal.

IV. If the elder or younger-hand plays with thirteen cards, he counts nothing.

V. If the elder-hand has thirteen cards dealt him, it is in his option whether he will ſtand the deal or not; and if he chuſes to ſtand the deal, he is to diſcover it, and to diſcard five cards, and to take in four only.

VI. If the elder or younger-hand reckons what they have not, they count nothing.

VII. If the elder-hand touches the ſtock after he has diſcarded, he cannot alter his diſcard.

VIII. If a card is faced, and it happens to be diſcovered, either in the dealing or in the ſtock, there muſt be a new deal, unleſs it be the bottom card.

IX. If the dealer turns up a card in dealing, belonging to the elder-hand, it is in the option of the elder-hand to have a new deal.

X. If the younger-hand takes in five cards, it is the loſs of the game, unleſs the elder-hand has left two cards.

XI. If the elder-hand calls forty-one for his point, which happens to be a quart-major, and it is allowed to be good, and only reckons four for it, and plays away, in this caſe he is not entitled to count more.

XII. If the elder-hand ſhews a point, or a quart, or tierce, and aſks if they are good, and afterwards forgets to reckon any of them, it bars the younger-hand from reckoning any of equal value.

XIII. Carte-blanche counts firſt, and conſequently ſaves piques and repiques. It alſo piques and repiques the adverſary, in the ſame manner, as if thoſe points were reckoned in any other way.

XIV. Carte-blanche reckons before any thing elſe, but need not be ſhewn till the adverſary has firſt diſcarded; only, if you are elder-hand, you muſt bid the younger-hand to diſcard for carte-blanche; which after he has done, you ſhew your blanche by counting your cards down one after another.

XV. You are to cut two cards at the leaſt.

XVI. If you call a point, and do not ſhew it, you reckon nothing for it; and the younger-hand may ſhew and reckon his point.

XVII. If you play with eleven cards, or fewer, no penalty attends it.

XVIII. If the elder-hand leaves a card, and after he has taken in, he happens to put to his diſcard the four cards taken in, they muſt remain with his diſcard, and he only play with eight cards, viz. thoſe added to his diſcard.

XIX. If the younger-hand leaves a card or cards, and mixes it with his diſcard before he has ſhewn it to the elder-hand, who is firſt to tell him what he will play, the elder-hand is entitled to ſee his whole diſcard.

XX. If the younger-hand leaves a card or cards, and does not ſee them, nor mixes them to his diſcard, the elder-hand has no right to ſee them; but then they muſt remain ſeparate whilſt the cards are playing, and the younger-hand cannot look at them neither all that while.

XXI. If the younger-hand leaves a card or cards, and looks at them, the elder-hand is entitled to ſee them, firſt declaring what ſuit he will lead.

XXII. If the dealer deals a card too many, or too few, it is in the option of the elder-hand to have a new deal; but if he ſtands the deal, he muſt leave three cards for the younger-hand.

XXIII. You are, in the firſt place, to call your point; and if you have two points, if you deſign to reckon the higheſt, you are to call that firſt, and are to abide by your firſt call.

XXIV. You are to call your tierces, quarts, quints, &c. next; and to call the higheſt of them, in caſe you deſign to reckon them.

XXV. You are to call a quatorze preferably to three aces, &c. if you deſign to reckon them.

XXVI. If you call a tierce, having a quart in your hand, you muſt abide by your firſt call.

THE GAME OF CHESS.

THE cheſs-board, like the draught-table, contains ſixty-four ſquares. The king and his officers, being eight pieces, are placed upon the firſt line of the board, the white corner of it being towards the right-hand of each player.

The white king muſt be upon the fourth a black ſquare, at one end of the board, reckoning from the right: the black king upon the fifth a white ſquare, at the other end of the board; oppoſite to each other.

The white queen muſt be upon the fifth a white ſquare, on the left of her king. The black queen upon the fourth a black ſquare, on the right of her king.

The biſhops muſt be placed on each ſide of the king and queen.

The knights muſt ſtand on each ſide of the biſhops.

The rooks, in the two corners of the board, next to the knights.

The eight pawns, to be placed upon the eight ſquares of the ſecond line.

The pieces, and pawns, on the ſide of the king, take their names from him, as thoſe on the ſide of the queen do from her, and are called the pawns of the biſhop of the king, or of the biſhop of the queen, &c.

The ſquares are named from the pieces, viz. where the king ſtands, is called the ſquare of the king; where his pawn ſtands, is called the ſecond ſquare of the king; that before the pawn is called the third ſquare of the king; that beyond it is called the fourth ſquare of the king; and ſo of all the reſt.

The king moves every way, but only one ſquare at a time.

The kings muſt always be one ſquare diſtant from each other.

The king may leap once in the game, either on his own ſide, or on the ſide of his queen, (viz. the rook is moved into the next ſquare to the king; and the king moves to the ſquare on the other ſide of him, which is alſo called caſtling;) provided nevertheleſs no piece is between him and the rook; nor after this rook hath been moved; nor after the king hath been moved; nor when the king is in check; nor when the ſquare over which he means to leap is viewed by an adverſe man, who would check him in his paſſage.

The queen hath the move of the rook, and the biſhop. She moves in a ſtraight line, and alſo angularly.

The biſhops move only angularly, backward or forward, in the ſame colour as at firſt placed.

The knights move obliquely, backward or forward, upon every third ſquare, including that which they ſtood on, from black to white, and from white to black, over the heads of the men.

The rooks move in a right line, through the whole file, and back again.

A pawn moves one ſquare at a time, in a ſtraight line forward, and takes the enemy angularly. He may be moved two ſquares the firſt move, but never moves backwards. N. B. The king's biſhop's pawn is reckoned the beſt.

If the ſquare over which your pawn leaps is viewed by a contrary man, that man may take the pawn in his paſſage, and then he muſt place himſelf in the ſquare over which the pawn leaps.

When a pawn gets at the head of the board upon the firſt line of the adverſary, he may be changed for any one of the pieces loſt in the courſe of the game.

The men take the adverſary's men who ſtand in their way, provided the road lies open to them; or they may refuſe it if they think proper.

You muſt ſet down your man in the ſame ſquare in which you take the contrary man.

The men can move the whole length or breadth of the board, or from one angle to the other, except the king, knights, and pawns.

When the adverſary king is in a ſituation to be taken by you, you muſt ſay *check* to him; by which you give him warning to defend himſelf, either by changing his place, or by covering himſelf with one of his own men, or by taking the man who aſſaults him: if he can do none of theſe things, he is *check-mated*, and loſes the game.

The king cannot change his ſquare, if he by ſo doing goes into check.

When the king has no man whom he can play, and is not in check, yet is ſo blocked up, that he cannot move without going into check, this poſition is called a *ſtale-mate*. In this caſe the king, who is ſtale-mated, wins the game.

MR. HOYLE'S RULES FOR CHESS.

I. YOU ought to move your pawns before you ſtir your pieces, and afterwards to bring out your pieces to ſupport them; therefore the kings, queens, and biſhops pawns ſhould be the firſt played, in order to open your game well.

II. You are not, therefore, to play out any of your pieces early in the game, becauſe you thereby loſe moves, in caſe your adverſary has it in his power, by playing a pawn upon them, to make them retire, and alſo opens his game at the ſame time; eſpecially avoid playing your queen out, till your game is tolerably well opened.

III. Avoid giving uſeleſs checks, and never give any unleſs you thereby gain ſome advantage, becauſe you may loſe the move if he can either take or drive your piece away.

IV. Never crowd your game by having too many pieces together, for fear of choaking up your paſſage, ſo as to hinder your advancing or retreating your men as occaſion may require.

V. If your game happens to be crowded, endeavour to free it by making exchanges of pieces or pawns, and caſtle your king as ſoon as you conveniently can.

VI. Endeavour to crowd the adverſary's game, which is to be done thus: when he plays out his pieces before he does his pawn, you are to attack them as ſoon as you can with your pawns, by which you may make him loſe moves, and conſequently crowd him.

VII. Never attack the adverſary's king without a ſufficient force; and if he attacks your king, and you have it not in your power to attack his, you are to offer exchanges with him; and if he retires, when you preſent a piece to exchange, he may loſe a move, and conſequently you gain an advantage.

VIII. Play your men in ſo good guard of one another, that if any man you advance be taken, the adverſe piece may alſo be taken by that which guarded yours, and, for this purpoſe, be ſure to have as many guards to your piece, as you ſee your adverſary advances pieces upon it; and if you can, let them be of leſs value than thoſe he aſſails with. If you find that you cannot well ſupport your piece, ſee if by attacking one of his that is better, or as good, you cannot thereby ſave yours.

IX. Never make an attack but when well prepared for it, nor give uſeleſs checks, for thereby you open your adverſary's game, and make him ready prepared

to pour in a ſtrong attack upon you, as ſoon as your weak one is over.

X. Never play any man till you have examined whether you are free from danger by your adverſary's laſt move; nor offer to attack till you have conſidered what harm he would be able to do you by his next moves, in conſequence of yours, that you may prevent his deſigns, if hurtful, before it be too late.

XI. When your attack is in a proſperous way, never be diverted from purſuing your ſcheme (if poſſible) on to giving him mate, by taking any piece, or other advantage, your adverſary may purpoſely throw in your way, with the intent that by your taking that bait he might gain a move that would make your deſign miſcarry.

XII. When you are purſuing a well-laid attack, but find it neceſſary to force your way through your adverſary's defence, with the loſs of ſome pieces; if, upon counting as many moves forward as you can, you find a proſpect of ſucceſs, ruſh on boldly, and ſacrifice a piece or two to gain your end: theſe bold attempts make the fineſt games.

XIII. Never let your queen ſtand ſo before your king, as that your adverſary, by bringing a rook or a biſhop, might check your king if ſhe were not there, for you might hardly chance to ſave her.

XIV. Let not your adverſary's knight (eſpecially if duly guarded) come to check your king and queen, or your king and rook, or your queen and rook, or your two rooks, at the ſame time; for in the two firſt caſes, the king being forced to go out of check, the queen or the rook muſt be loſt; and in the two laſt caſes, a rook muſt be loſt, at beſt, for a worſe piece.

XV. Take care that no guarded pawn of your adverſary's fork two of your pieces.

XVI. When the kings have caſtled on different ſides of the board, the adverſary muſt advance upon the other king the pawns he has on that ſide of the board, taking care to bring his pieces, eſpecially his queen and rooks, to ſupport them; and the king that has caſtled is not to ſtir his three pawns till forced to it.

XVII. In playing the game, endeavour to have a move as it were in ambuſcade; what is meant by it is, to place the queen, biſhop, or rook behind a pawn, or a piece, in ſuch a manner, as that upon playing that pawn, or piece, you diſcover a check upon your adverſary's king, and conſequently may often get a piece, or ſome other advantage by it.

XVIII. Never guard an inferior piece with a better, if you can do it with a pawn, becauſe that better piece may in that caſe be, as it were, out of play; for the ſame reaſon, you ought not to guard a pawn with a piece, if you have it in your power to guard it with a pawn.

XIX. A pawn paſſed, and well ſupported, often coſts the adverſary a piece. And if you play to win the game only, whenever you have gained a pawn, or any other advantage, and are not in danger of loſing the move thereby, make as frequent exchanges of pieces as you can.

XX. If you have three pawns each upon the board, and no piece, and you have one of your pawns on one ſide of the board, and the other two on the other ſide, and your adverſary's three pawns are oppoſite to your two, march with your king, as ſoon as you can, to take his pawns; and if he goes with his king to ſupport them, go on to queen with your ſingle pawns; and if he goes to hinder it, take his pawns, and puſh the others to queen; that is to move a pawn into the adverſary's back row, in order to make a queen, when the original is loſt.

XXI. At the latter end of a game, each party having only three or four pawns on different ſides of the board, the kings are to endeavour to gain the move, in order to win the game. For example: if you bring your king oppoſite to your adverſary's king, with only one houſe between you, you will have gained the move.

XXII. When your adverſary has his king and one pawn on the board, and you have your king only, you will never loſe that game, if you can bring your king to be oppoſite to your adverſary's, when he is immediately either before or on one ſide of his pawn, and there is only one houſe between the kings.

XXIII. When your adverſary has a biſhop and one pawn on the rook's line, and his biſhop is not of the colour that commands the corner-houſe his pawn is going to, and you have only your king, if you can get into that corner, you cannot loſe that game, but may win it by a ſtale.

XXIV. When you have greatly the diſadvantage of the game, having only your queen left in play, and your king happens to be in the poſition of ſtale-mate, keep giving check to your adverſary's king, always taking care not to check him where he can interpoſe any of his pieces that make the ſtale; ſo doing, you will at laſt force him to take your queen, and then you win the game by being in a ſtale-mate.

XXV. Never cover a check with a piece that a pawn puſhed upon it may take, for fear of only getting that pawn for it.

XXVI. Always take care that your adverſary's king has a move, for fear of giving a ſtale-mate; therefore do not crowd him up with your pieces, leſt you inadvertently give one.

Explanations and Applications of ſome of the foregoing Rules and Obſervations.

I. WHETHER you play the open, or the cloſe game, be ſure bring out all your pieces into play before you begin to attack; for if you do not, and your adverſary does, you will always attack, or be attacked, at a great diſadvantage; this is ſo eſſential, that you had better forego an advantage than deviate from it; and no perſon can ever play well at this game, that does not put this rule ſtrictly in practice: and do not let any body imagine, that theſe preparatory moves are uſeleſs, becauſe he does not receive an immediate advantage from them; they are juſt as neceſſary, as it is at Whiſt to deal thirteen cards round before you begin to play. In order to bring out your pieces properly, I would adviſe to puſh on your pawns firſt, and ſupport them with your pieces, and you will receive this advantage from it, that your game will not be crowded: I mean by this, that all your pieces will be at liberty to play and aſſiſt each other, and ſo co-operate towards obtaining your end: and this farther is to be obſerved, that, either in your attack or defence, you bring them out ſo as not to be drove back again.

II. When you have brought out all your pieces, as I have premiſed, which you will have done very well, eſpecially, if you have your choice on which ſide to caſtle (which I would always adviſe to do) I would then pauſe a while, and conſider thoroughly my own and my adverſary's game, and from his ſituation, and obſerving where he is weakeſt, I would not only take my reſolution where to caſtle, but likewiſe where to begin my attack; and it ſtands to reaſon you cannot do it in a better place than where you are ſtrongeſt, and your enemy weakeſt. By this method, it is very probable that you will he able to break through your adverſary's

game, in which fray ſome pieces muſt of courſe be exchanged. But now pauſe again and ſurvey both games attentively, and do not let your impetuoſity hurry you on too far with this firſt ſucceſs; and my advice to you now in this critical juncture (eſpecially if you ſtill find your adverſary pretty ſtrong) is to rally your men again, and put them in good order for a ſecond or third attack, if needful, ſtill keeping your men cloſe and connected together, ſo as to be of uſe to each other: for want of this method, and a little coolneſs, I have often ſeen an almoſt ſure victory ſnatched out of a player's hands, and a total overthrow enſue. But if, after all, you cannot penetrate ſo far as to win the game, nevertheleſs, by obſerving theſe directions, you may ſtill be very ſure of having a well-diſpoſed game.

III. And now that I am come to the laſt period of the game, which abounds alſo with difficulties and niceties, it muſt be obſerved, where your pawns are ſtrongeſt, beſt connected together, and neareſt to queen, you muſt likewiſe mind how your adverſary's pawns are diſpoſed, and in what degree of preferment they are, and compare theſe things together; and if you find you can get to queen before him, you muſt proceed without heſitation: if not, you muſt hurry on with your king to prevent him: I ſpeak now, as ſuppoſing all the noblemen are gone; if not, they are to attend your pawns, and likewiſe to prevent your adverſary from going to queen.

Some other general Rules.

I. DON'T be too much afraid of loſing a rook for an inferior piece; although a rook is better than any other, except the queen, yet it ſeldom comes into play, ſo as to operate, until the end of the game; and therefore it happens very often, that it is better to have a leſs good piece in play than a better out.

II. When you have moved a piece, ſo that your adverſary drives you away with a pawn, take it for granted (generally ſpeaking) that it is a bad move, your enemy gaining that double advantage over you of advancing himſelf, and making you retire; I think this deſerves attention; for although the firſt move may not be much, between equal and good players, yet the loſs of one or two more, after the firſt, makes the game almoſt irretrievable. Alſo, if you defend and can recover the move, or the attack (for they both go together) you are in a fair way of winning.

III. If you make ſuch a move as that, having liberty to play again, you can make nothing of it, take it for granted, it is an exceeding bad one; for at this nice game no move can be indifferent.

IV. If your game is ſuch, that you have ſcarce any thing to play, it is your own fault, either for having brought out your pieces wrong, or, which is worſe, not at all; for if you have brought them out right, you muſt have variety enough to play.

V. Don't be too much afraid of doubling a pawn; three pawns together are ſtrong, but four, that make, a ſquare, with the help of other pieces, well managed, make an invincible ſtrength, and probably, in time of need, may produce you a queen: on the other ſide, two pawns, with an interval between, are no better than one; and if, imprudently, you ſhould have three over each other in a line, your game cannot be in a worſe ſituation: examine this on the table, and the truth of it will ſtrike you. Your buſineſs therefore is, to keep your pawns cloſe cemented and connected together; and it muſt be great ſtrength on the other ſide that can overpower them.

VI. When a piece is ſo attacked as that you cannot ſave it, give it up, and beſtow your thoughts how to annoy your enemy in another place, whilſt he is taking

it; for it very often happens, that whilſt your adverſary is running madly after a piece, you either get a pawn or two, or ſuch a ſituation as ends in his deſtruction.

VII. Suppoſing your queen and another piece are attacked at the ſame time, and that by removing your queen, you muſt loſe your piece: in this caſe, if you can get two pieces in exchange for your queen, I would adviſe you rather to do it than retire; for obſerve, it is the difference of three pieces, which is more than the worth of a queen; beſides that you keep your game entire, and preſerve your ſituation, which very often is better than a piece; nay, rather than retire, I would give my queen for a piece, and a pawn or two, nay, almoſt for what I can get; for do but obſerve, amongſt good players, this one thing (to convince you this advice is not bad) that when the attack and defence is thoroughly formed, and every thing prepared for the ſtorm, if he that plays firſt is obliged by the act of the perſon that defends to retire, it generally ends in the loſs of the game of the attacked ſide.

VIII. Do not aim at changing without reaſon; it is ſo far from being right, that a good player will take this advantage of it, that he will ſpoil your ſituation, and mend his own: but in theſe following caſes it is quite right; when you are ſtrongeſt, eſpecially by a piece, then every time you change, your advantage increaſes; this is ſo plain, it needs no argument. Again, when you have played a piece, and your adverſary oppoſes one to you, change directly, for it is plain he wants to remove you; prevent him, therefore, and do not loſe the move.

IX. Every now and then I would have you caſt up your game, and make the balance, then take your meaſures accordingly.

X. At the latter end of the game eſpecially, remember your king is a capital piece, and do not let him be

idle; it is by his means, generally, you get the move and the victory.

XI. Obſerve this alſo, that as the queen, rook, and biſhop, operate at a diſtance, it is not always neceſſary in your attack to have them near your adverſary's king; they do better at a diſtance, cannot be drove away, and prevent a ſtale-mate.

XII. When you have a piece that you can take, and that cannot eſcape you, do not be in a hurry; ſee where you can make a good move elſewhere, and take it at your leiſure.

XIII. It is not always right to take your adverſary's pawn with your king, for very often it happens to be a ſafeguard and protection to your king.

XIV. When you can take a man with different pieces, do not do it with the firſt that occurs, but conſider thoroughly with which you had beſt take it.

THE LAWS OF CHESS.

I. IF you touch your man you muſt play it, and if you quit it you cannot recall it.

II. If by miſtake, or otherwiſe, you play a falſe move, and your adverſary takes no notice of it till he hath played his next move, neither of you can recall it.

III. If you miſplace your men, and play two moves, it lieth in your adverſary's power, or choice, whether he will permit you to begin the game or not.

IV. If the adverſary playeth or diſcovereth a check to your king, and gives no notice of it, you may let him ſtand ſo till notice is given.

V. After your king has moved, you cannot caſtle.

SELECT GAMES AT CHESS.

GAME THE FIRST,

Beginning with White. Illuſtrated by obſervations on the moſt material Moves; and two Back Games; one commencing at the 12th, and the ſecond at the 37th Move.

1. *White* THE king's pawn two ſteps.
   Black. The ſame.
2. *W.* The king's biſhop at his queen's biſhop's 4th ſquare.
   B. The ſame.
3. *W.* The queen's biſhop's pawn one move.
   B. The king's knight at his biſhop's 3d ſquare.
4. *W.* The queen's pawn two moves *(a)*.
   B. The pawn takes it.
5. *W.* The pawn retakes the pawn *(b)*.
   B. The king's biſhop at his queen's knight's 3d ſquare *(c)*.
6. *W.* The queen's knight at his biſhop's 3d ſquare.
   B. The king caſtles.

(a) This pawn is played two moves for important reaſons; 1ſt, to prevent the adverſary's king's biſhop from playing upon your king's biſhop's pawn; 2nd, to put the ſtrength of your pawns in the middle of the exchequer; of great conſequence to attain the making of a queen.

(b) When the game is in this ſituation, *(viz.)* one of your pawns at your king's, and another at your queen's 4th ſquare, puſh neither of them before your adverſary propoſes to change one for the other: in that caſe advance the attacked pawn. Pawns, when ſuſtained in a front line, obſtruct very much the adverſary's pieces from entering in your game, or taking an advantageous poſt.

(c) If inſtead of withdrawing his biſhop, he gives check with it, you are to cover the check with your biſhop, in order to retake his biſhop with your knight, in caſe he takes yours; your knight will then defend your king's pawn, otherwiſe unguarded. But perhaps he may not take your biſhop, becauſe a good player ſtrives to keep his king's biſhop as long as poſſible.

7. *W.* The king's knight at his king's 2d ſquare *(d)*.
   B. The queen's biſhop's pawn one move.
8. *W.* The king's biſhop at his queen's 3d ſquare *(e)*.
   B. The queen's pawn two moves.
9. *W.* The king's pawn one move.
   B. The king's knight at his king's ſquare.
10. *W.* The queen's biſhop at his king's 3d ſquare.
    B. The king's biſhop's pawn one move *(f)*.
11. *W.* The queen at her ſecond ſquare *(g)*.
    B. The king's biſhop's pawn takes the pawn *(h)*.
12. *W.* The queen's pawn retakes it.
    B. The queen's biſhop at his king's 3d ſquare *(i)*.

(d) You ſhould not play your knights at your biſhop's 3d ſquare before the biſhop's pawn has moved two ſteps, becauſe the knight hinders the motion of the pawn.

(e) Your biſhop retires to avoid being attacked by the black queen's pawn, which would force you to take that pawn with yours; and very much diminiſh the ſtrength of your game, ſpoiling entirely the project already mentioned, in the 1ſt and 2d obſervation.

(f) He playeth this to give an opening to his king's rook; which cannot be prevented, whether you take his pawn or not.

(g) If you ſhould take the pawn, inſtead of playing your queen, you would commit a great fault, becauſe your royal pawn would then loſe its line; whereas if the adverſary takes your king's pawn, that of your queen ſupplies the place, and you may ſuſtain it with that of your king's biſhop's; theſe two pawns will undoubtedly win the game, becauſe they can now no more be ſeparated without the loſs of a piece, or one of them will make a queen, as will be ſeen by the ſequel. Moreover, it is of no little conſequence to play your queen in that place, for two reaſons; to ſupport and defend your king's biſhop's pawn; and to ſuſtain your queen's biſhop, which, being taken, would oblige you to retake his biſhop with the above-mentioned laſt pawn; and thus your beſt pawns would have been totally divided, and the game indubitably loſt.

(h) He takes the pawn to purſue his project, which is to give an opening to his king's rook.

(i) He playeth this biſhop to protect his queen's pawn, with a view afterwards to puſh that of his queen's biſhop's.

N. B. He might have taken your biſhop without prejudice, but he chuſes rather to let you take his, in order to get an opening for his queen's rook, tho' his knight's pawn is doubled by it; you are

13. *W.* The king's knight at his king's biſhop's 4th ſquare *(k)*.
B. The queen at her king's 2d ſquare.
14. *W.* The queen's biſhop takes the black biſhop *(l)*.
B. The pawn takes the white queen's biſhop.
15. *W.* The king caſtles with his rook *(m)*.
B. The queen's knight at his queen's ſecond ſquare.
16. *W.* The knight takes the black biſhop.
B. The queen takes the knight.
17. *W.* The king's biſhop's pawn two ſteps.
B. The king's knight at his queen's biſhop's 2d ſquare.
18 *W.* The queen's rook at its king's place.
B. The king's knight's pawn one move *(n)*.
19. *W.* The king's rook's pawn one move *(o)*
B. The queen's pawn one move.

again to obſerve, that a double pawn is no way diſadvantageous when ſurrounded by three or four others. However, this is the ſubject of a Back-game, beginning from this 12th move; the black biſhop there taking your biſhop, ſhews, that, playing well on both ſides, it will make no alteration in the caſe. The king's pawn, together with the queen's, or the king's biſhop's pawn, well played, and well ſuſtained, will certainly win the game.

(*k*) Your king's pawn being in no danger, your knight attacks his biſhop, in order to take or have it removed.

(*l*) It is always dangerous to let the adverſary's king's biſhop batter the line of your king's biſhop's pawn; and as it is likewiſe the moſt dangerous piece to form an attack, it is not only neceſſary to oppoſe him at times by your queen's biſhop, but you muſt get rid of that piece as ſoon as a convenient occaſion offers.

(*m*) Caſtle on the king's ſide, in order to ſtrengthen and protect your king's biſhop's pawn, which advance two ſteps as ſoon as your king's pawn is attacked.

(*n*) He is compelled to play this pawn, to prevent you from puſhing your king's biſhop's pawn upon his queen.

(*o*) This move is played to unite all your pawns together, and puſh them afterwards with vigour.

20. *W.* The knight at his king's 4th ſquare.
B. The king's rook's pawn one move *(p)*.
21. *W.* The queen's knight's pawn one move.
B. The queen's rook's pawn one move.
22. *W.* The king's knight's pawn two ſteps.
B. The king's knight at his queen's 4th ſquare.
23. *W.* The knight at his king's knight's 3d ſquare *(q)*.
B. The king's knight at the white king's 3d ſquare *(r)*.
24. *W.* The queen's rook takes the knight.
B The pawn takes the rook.
25. *W.* The queen takes the pawn.
B. The queen's rook takes the pawn of the oppoſite rook.
26. *W.* The rook at his king's place *(s)*.
B. The queen takes the white queen's knight's pawn.
27. *W.* The queen at her king's fourth ſquare.
B. The queen at her king's third ſquare *(t)*.
28. *W.* The king's biſhop's pawn one move.
B. The pawn takes it.

(p) He playeth this pawn to prevent your knight from entering in his game, and forcing his queen to remove; otherwiſe, your pawns would have an open field.

(q) Play this knight in order to puſh your king's biſhop's pawn next; it will be then ſupported by three pieces, the biſhop, the rook, and the knight.

(r) He plays this knight to obſtruct your ſcheme by breaking the ſtrength of your pawns, by puſhing his king's knight's pawn; but break his deſign by changing your rook for his knight.

(s) Play your rook to protect your king's pawn, which would otherwiſe remain in the lurch as ſoon as you puſh your king's biſhop's pawn.

(t) The queen returns to prevent the check-mate.

29. *W.* The pawn takes again *(u)*.
B. The queen at her fourth ſquare *(w)*.
30. *W.* The queen takes the queen.
B. The pawn takes the queen.
31. *W.* The biſhop takes the pawn in his way.
B. The knight at his 3d ſquare.
32. *W.* The king's biſhop's pawn one move *(x)*
B. The queen's rook at the white queen's knight's 2d ſquare.
33. *W.* The biſhop at his queen's 3d ſquare.
B. The king at his biſhop's 2d ſquare.
34. *W.* The biſhop at the black king's biſhop's 4th ſquare.
B. The knight at the white queen's biſhop's 4th ſquare.
35. *W.* The knight at the black king's rook's 4th ſquare.
B. The king's rook gives check.
36. *W.* The biſhop covers the check.
B. The knight at the white queen's 2d ſquare.
37. *W.* The king's pawn gives check.
B. The king at his knight's 3d ſquare *(y)*
38. *W.* The king's biſhop's pawn one move.
B. The rook at its king's biſhop's ſquare.

(u) Were you not to take with your pawn you would run the riſk of loſing the game.

(w) He offers to change queens, in order to deſtroy your plan of giving him check-mate with your queen and biſhop.

(x) *N. B.* When your biſhop runs upon white, ſtrive to put your pawn always upon black, becauſe then your biſhop ſerves to drive away your adverſary's king or rook when between your pawns; the ſame when your biſhop runs black, then have your pawns upon white.

(y) As his king may retire to his biſhop's ſquare, the ſecond Black-game will ſhew how to proceed in this caſe.

39. *W.* The knight gives check at the 4th ſquare of his king's biſhop.
B. The king at his knight's 2d ſquare.
40. *W.* The biſhop at the black king's rook's 4th ſquare.
B. Playeth any where the white puſhes to queen.

FIRST BACK GAME,

Or Continuation from the twelfth Move.

12. *White.* THE queen's pawn retakes it.
Black. The king's biſhop takes the white queen's biſhop.
13. *W.* The queen takes the biſhop.
B. The queen's biſhop at his king's 3d ſquare.
14. *W.* The king's knight at his king's biſhop's 4th ſquare.
B. The queen at her king's 2d ſquare.
15. *W.* The knight takes the biſhop.
B. The queen takes the knight.
16. *W.* The king caſtles his rook.
B. The queen's knight at his queen's 2d ſquare.
17. *W.* The king's biſhop's pawn two moves.
B. The king's knight's pawn one move.
18. *W.* The king's rook's pawn one move.
B. The king's knight at his 2d ſquare.
19. *W.* The king's knight's pawn two ſteps.
B. The queen's biſhop's pawn one move.
20. *W.* The knight at his king's 2d ſquare.
B. The queen's pawn one move.
21. *W.* The queen at her 2d ſquare.
B. The queen's knight at his 3d ſquare.
22. *W.* The knight at his king's knight's 3d ſquare.
B. The queen's knight at his queen's 4th ſquare.
23. *W.* The queen's rook at its king's ſquare.
B. The queen's knight at the white king's 3d ſquare.

24. *W.* The rook takes the knight.
B. The pawn takes the rook.
25. *W.* The queen takes the pawn.
B. The queen takes the white queen's rook's pawn.
26. *W.* The king's biſhop's pawn one move.
B. The queen takes the pawn.
27. *W.* The king's biſhop's pawn one move.
B. The knight at his king's ſquare.
28. *W.* The king's knight's pawn one move.
B. The queen at the white queen's 4th ſquare.
29. *W.* The queen takes the queen.
B. The pawn takes the queen.
30. *W.* The king's pawn one move.
B. The knight at his queen's 3d ſquare.
31. *W.* The knight at his king's 4th ſquare.
B. The knight at his king's biſhop's 4th ſquare.
32. *W.* The rook takes the knight.
B. The pawn takes the rook.
33. *W.* The knight at the white queen's 3d ſquare.
B. The king's biſhop's pawn one move any where; the game being loſt.
34. *W.* The king's pawn one move.
B. The king's rook at its queen's knight's ſquare.
35. *W.* The biſhop gives check.
B. The king retires, having but one place.
36. *W.* The knight gives check.
B. The King removes.
37. *W.* The knight at the black queen's ſquare diſcovering check.
B. The king moves where he can.
38. *W.* The king's pawn making a queen, gives checkmate in the mean time.

SECOND BACK-GAME.

Beginning from the thirty-ſeventh Move.

37. *White.* THE king's pawn gives check.
Black. The king at his biſhop's ſquare.
38. *W.* The rook at its queen's rook's ſquare.
B. The rook gives check at the white queen's knight's ſquare.
39. *W.* The rook takes the rook.
B. The knight retakes the rook.
40. *W.* The king at his rook's 2d ſquare.
B. The knight at the white queen's biſhop's 3d ſquare.
41. *W.* The knight at his king's biſhop's 4th ſquare.
B. The knight at the white king's 4th ſquare.
42. *W.* The knight takes the pawn.
B. The rook at its king's knight's 4th ſquare.
43. *W.* The king's pawn one move, and gives check.
B. The king at his biſhop's 2d ſquare.
44. *W.* The Biſhop gives check at the black king's 3d ſquare.
B. The king takes the biſhop.
45. *W.* The king's pawn makes a queen, and wins the game.

GAME THE SECOND.

Beginning with the Black; wherein it appears, that playing the King's Knight, the ſecond move, is wrong; becauſe it gives the attack to the Adverſary. By three different Back-Games it is alſo ſhewn, that a good attack keeps the Defender always embarraſſed.

1. *Black.* THE king's pawn two ſteps.
White. The ſame.
2. *B.* The king's knight at his biſhop's 3d ſquare.
W. The queen's pawn one move.

3. *B.* The king's biſhop at the queen's biſhop's 4th ſq.
   W. The king's biſhop's pawn two moves (*a*)
4. *B.* The queen's pawn one move.
   W. The queen's biſhop's pawn one move.
5. *B.* The king's pawn takes the pawn (*b*).
   W. The queen's biſhop retakes the pawn.
6. *B.* The queen's biſhop at the white king's knight's 4th ſquare.
   W. The king's knight at his biſhop's 3d ſquare (*c*)
7. *B.* The queen's knight at his queen's 2d ſquare.
   W. The queen's pawn one move.
8. *B.* The biſhop retires.
   W. The king's biſhop at his queen's 3d (*d*) ſquare.

(*a*) Any thing elſe your adverſary could have played, this was always your beſt move, it being very advantageous to change your king's biſhop's pawn for his royal pawn; becauſe your king and queen's pawns place themſelves in the middle of the cheſs-board, and become in a ſituation to ſtop all the progreſs of your adverſary's pieces; beſides this, you gain the attack by his having played his king's knight at the ſecond move. You have ſtill another advantage by loſing your king's biſhop's pawn for his king's pawn; that is, when you do caſtle with your king's rook, the ſame rook finds itſelf immediately free and fit for action. This will be demonſtrated by the firſt Back-game, the third move.

(*b*) Obſerve, if he refuſes taking your pawn, leave it expoſed in the ſame ſituation and place; except, however, he ſhould chuſe to caſtle with his king's rook, in ſuch caſe you muſt, without any heſitation, puſh that pawn forwards, in order to attack his king with all the pawns of your right wing. The effect will be beſt learned by a ſecond Back-game, beginning from this fifth move. Obſerve again, as a general rule, not eaſily to puſh on the pawns either of your right or left wings before your adverſary's king has caſtled; he will otherwiſe retire where your pawns are leſs ſtrong, or leſs advanced.

(*c*) If he takes your knight, you muſt take his with your pawn, which being joined to his, encreaſes their ſtrength.

(*d*) This is the beſt ſquare your king's biſhop can chuſe, except the fourth of his queen's biſhop, eſpecially when you have the attack, and it be out of your adverſary's power to prevent that biſho pfrom playing on his king's biſhop's pawn.

9. *B.* The queen at her king's 2d ſquare.
W. The ſame.
10. *B.* The king caſtles with his rook (*e*).
W. The queen's knight at his queen's 2d ſquare.
11. *B.* The king's knight at his rook's 4th (*f*) ſquare.
W. The queen at her king's third ſquare.
12. *B.* The king's knight takes the biſhop (*g*).
W. The queen retakes the knight.
13. *B.* The queen's biſhop takes the knight (*h*).
W. The pawn retakes the biſhop.
14. *B.* The king biſhop's pawn two moves.
W. The queen at her king's knight's 3d ſquare.
15. *B.* The pawn takes the pawn.
W. The biſhop's pawn retakes it.
16. *B.* The king's rook at its king's biſhop's 3d ſq. (*i*).
W. The king's rook's pawn two ſteps (*k*).

(*e*) If he had caſtled on his queen's ſide, it would have been then your game to caſtle on your king's ſide, in order to attack him more conveniently with your pawns on the left. Do not be too haſty in puſhing your pawns forward, till they are well ſuſtained both by one another, and alſo by your pieces. The form of this attack at your left will be beſt ſeen by a third Back-game, beginning from this tenth move.

(*f*) He playeth this knight to make room to his king's biſhop's pawn, with a view to advance it two ſteps, in order to break the chain of your pawns.

(*g*) If he had puſhed his king's biſhop's pawn inſtead of taking your biſhop, you muſt then have attacked his queen with your queen's biſhop, and puſhed your king's rook's pawn the next move upon his biſhop, to compel him to take your knight: In this caſe your beſt way would be to retake his biſhop with your pawn, in order to ſupport your royal pawn, and replace it in caſe it be taken.

(*h*) If he did not take your knight, his biſhop would remain impriſoned by your pawns, or he would loſe at leaſt three moves to get him free.

(*i*) He playeth this rook with an intention either to double it, or to remove your queen.

(*k*) You puſh this pawn two ſteps to give your queen more room, who, being attacked, can retire behind this pawn, and

17. *B.* The queen's rook at its king's biſhop's ſquare.
W. The king caſtles with his queen's rook.
18. *B.* The queen's biſhop's pawn two ſteps.
W. The King's pawn one ſtep (*l*).
19. *B.* The queen's pawn takes the pawn.
W. The queen's pawn one move.
20. *B.* The biſhop at his queen's biſhop's 2d ſquare.
W. The knight at his king's 4th ſquare (*m*).
21. *B.* The king's rook at the white king's biſhop's 3d ſquare.
W. The queen at her king's knight's 2d ſquare.

then remain, threatening her adverſary's king's rook's pawn. Your pawn advancing afterwards will become dangerous to your adverſary's king.

(*l*) This move is as difficult to comprehend as to be well explained. You are to obſerve, when you find yourſelf with a chain of pawns following one another, upon one and the ſame coloured ſquares, the pawn who has the van ſhould not be abandoned, but muſt ſtrive to keep his poſt. Here again obſerve, that your king's pawn being not in the line with his comrades, your adverſary has puſhed his queen's biſhop's pawn two ſteps, for two reaſons: The firſt, to engage you to puſh that of your queen forwards, which, in this caſe, would be always ſtopped by that of his queen, and thus leaving behind that of your king, would render it entirely uſeleſs. The ſecond is, to prevent your king's biſhop from battering his king's rook's pawn; therefore it is beſt to puſh your king's pawn upon his rook, and ſacrifice it; becauſe then your adverſary, by taking it, openeth a free paſſage to your queen's pawn, which you are to advance immediately, and ſuſtain, in caſe of need, with your other pawns, in order to make a queen with it, or draw ſome other conſiderable advantage to win the game. His queen's pawn (now become his king's) appears to have the ſame advantage of having no oppoſition from your pawns to make a queen; however, the difference is great, becauſe his pawn being entirely ſeparated from his comrades will always be endangered in his road by a multitude of your pieces all waging war againſt it.

(*m*) It was neceſſary to play that knight in order to ſtop his king's pawn; the more, becauſe this very pawn, in its preſent ſituation, ſtops the paſſage of his own biſhop, and even of his knight.

22. *B.* The queen at her king's biſhop's 2d ſquare (*n*).
W. The knight at the black king's knight's 4th ſquare.
23. *B.* The queen gives check.
W. The king at his queen's knight's ſquare.
24. *B.* The rook takes the biſhop (*o*).
W. The rook retakes the rook.
25. *B.* The queen at her king's biſhop's 4th ſquare.
W. The queen at her king's 4th ſquare (*p*).
26. *B.* The queen takes the queen.
W. The knight takes the queen.
27. *B.* The rook at the white king's biſhop's 4th ſquare.
W. The knight at the black king's knight's 4th ſquare.
28. *B.* The queen's biſhop's pawn one move.
W. The queen's rook at her king's knight's 3d ſquare.
29. *B.* The knight at his queen's biſhop's 4th ſquare.
W. The knight at the black king's 3d ſquare.

(*n*) He playeth his queen in order next to give check: but if he had played his king's rook's pawn to prevent the attack of your knight, you muſt then have attacked his biſhop and his queen with your queen's pawn; and in ſuch a caſe he would have been forced to take your pawn, and you ſhould have retaken his biſhop with your knight, which he could not have taken with his queen, becauſe ſhe would have been loſt by a diſcovered check with your biſhop.

(*o*) He takes your king's biſhop; firſt, to ſave his king's rook's pawn, and becauſe your biſhop proves more incommodious to him than any other of your pieces; and ſecondly, to put his queen upon the rook that covers your king.

(*p*) Having the advantage of a rook againſt a biſhop at the end of a game, it is your advantage to change queens: becauſe his queen being at preſent troubleſome in the poſt where he juſt played it, you force him to change, which he cannot avoid, if he will ſave his being check-mate.

30. *B.* The knight takes the knight.
W. The pawn retakes the knight.
31. *B.* The rook at its king's biſhop's 3d ſquare.
W. The king's rook at its queen's ſquare.
32. *B.* The rook takes the pawn.
W. The king's rook at the black queen's 2d ſquare, and muſt win the game (*q*).

FIRST BACK-GAME.

Beginning at the third Move.

3. *Black.* THE queen's pawn two ſteps.
White. The king' biſhop's pawn two ſteps.
4. *B.* The queen's pawn takes the pawn (*a*).
W. The king's biſhop's pawn retakes the pawn.
5. *B.* The king's knight at the white king's knight's 4th ſquare.
W. The queen's pawn one ſtep.
6. *B.* The king's biſhop's pawn two ſteps.
W. The king's biſhop at his queen's biſhop's 4th ſquare.
7. *B.* The queen's biſhop's pawn two ſteps.
W. The queen's biſhop's pawn one ſtep.
8. *B.* The queen's knight at his biſhop's 3d ſquare.
W. The king's knight at his king's 2d ſquare.
9. *B.* The king's rook's pawn two ſteps (*b*).
W. The king's rook's pawn one move.

(*q*) Any thing he could have played could not prevent you from doubling your rooks, unleſs he had ſacrificed his biſhop, or let you make a queen with your pawn; therefore he loſes the game every way.

(*a*) If he had taken your king's biſhop's pawn inſtead of this, you muſt have puſhed your king's pawn upon his knight, and afterwards retaken his pawn with your queen's biſhop.

(*b*) He puſhes this pawn two ſteps to avoid having a double pawn upon his king's rook's line, which by puſhing your king's rook's pawn upon his knight, he could not poſſibly eſcape, and you taking it afterwards with your queen's biſhop, would have given him a very bad game.

10. *B.* The king's knight at his rook's 3d ſquare.
W. The king caſtles.
11. *B.* The queen's knight at his rook's 4th ſquare.
W. The biſhop gives check.
12. *B.* The biſhop covers the check.
W. The biſhop takes the black biſhop.
13. *B.* The queen takes the biſhop.
W. The queen's pawn one move.
14. *B.* The queen's biſhop's pawn one move (*c*).
The queen's knight's pawn two moves.
15. *B.* The queen's biſhop's pawn takes it paſſing by.
W. The rook's pawn retakes the pawn.
16. *B.* The queen's knight's pawn one move.
W. The queen's biſhop at his king's 3d ſquare.
17. *B.* The biſhop at his king's 2d ſquare.
W. The king's knight at his king's biſhop's 4th ſquare (*d*).
18. *B.* The king's knight at his own ſquare.
W. The king's knight at the black king's knight's 3d ſquare.
19. *B.* The king's rook at its 2d ſquare.
W. The king's pawn one move.
20. *B.* The queen at her knight's 2d ſquare.
W. The queen's pawn one move.
21. *B.* The king's biſhop at his 3d ſquare.
W. The king's rook takes the pawn.
22. *B.* The king caſtles.
W. The king's rook takes the black queen's knight.

(*c*) He playeth this to cut the communication of your pawns; but you avoid it by puſhing immediately your queen's knight's pawn upon his knight, which retreat obliges your adverſary to take the pawn by the way. This joins your pawns again, and makes them invincible.

(*d*) This knight gives the mortal blow to this game, becauſe he holds at preſent all your adverſary's pieces in ſome meaſure locked up, till you have time to prepare the check-mate.

23. *B.* The pawn takes the rook.
W. The queen's rook takes the pawn.
24. *B.* The queen's rook's pawn one move.
W. The rook gives check.
25. *B.* The king retires.
W. The rook at the black queen's biſhop's 2d ſq.
26. *B.* The queen at her knight's 4th ſquare.
W. The queen's knight at his rook's 3d ſquare.
27. *B.* The queen at her king's biſhop's 4th ſquare.
W. The queen's knight at her biſhop's 4th ſquare.
28. *B.* The queen takes the knight.
W. The biſhop gives check.
29. *B.* The king retires where he can.
W. The knight gives check-mate.

SECOND BACK-GAME.

Beginning from the fifth Move.

5. *Black.* THE king caſtles.
White. The king's biſhop's pawn one move.
6. *B.* The queen's pawn one move.
W. The queen at her king's biſhop's 3d ſquare.
7. *B.* The queen's pawn takes the pawn.
W. The queen's pawn retakes the pawn.
8. *B.* The queen's rook's pawn two moves.
W. The king's knight's pawn two moves.
9. *B.* The queen at her 3d ſquare.
W. The king's knight's pawn one move.
10. *B.* The king's knight at his king's ſquare.
W. The king's biſhop at his queen's biſhop's 4th ſquare
11. *B.* The queen's biſhop's pawn one move.
W. The queen at the black king's rook's 4th ſquare.
12. *B.* The queen's knight's pawn two ſteps.
W. The king's knight's pawn one move.
13. *B.* The king's rook's pawn one move.
W. The biſhop takes the king's biſhop's pawn, and gives check.

14. *B.* The king at his rook's ſquare.
W. The queen's biſhop takes the black king's rook's pawn.
15. *B.* The king's knight at his biſhop's 3d ſquare.
W. The queen being at her king's rook's 5th ſquare, wins the game on removing the biſhop.

THIRD BACK-GAME.

Beginning from the tenth Move.

10. *Black.* THE king caſtles on his queen's ſide.
White. The king caſtles on his own ſide.
11. *B.* The king's rook's pawn one move.
W. The queen's knight at his queen's 2d ſquare.
12. *B.* The king's knight's pawn two ſteps.
W. The queen's biſhop at his king's 3d ſquare.
13. *B.* The queen's rook at its king's knight's ſquare.
W. The queen's knight's pawn two ſteps.
14. *B.* The king's rook's pawn one move.
W. The queen's rook's pawn two moves (*a*).
15. *B.* The biſhop takes the knight.
W. The queen takes the biſhop.
16. *B.* The king's knight's pawn one move.
W. The queen at her king's 2d ſquare.
17. *B.* The queen's biſhop's pawn one ſtep.
W. The queen's rook's pawn one ſtep.
18. *B.* The biſhop at his queen's biſhop's 2d ſquare.
W. The queen's biſhop's pawn one move.
19. *B.* The king's rook's pawn one move.
W. The king's rook at its queen's knight's ſquare.

(*a*) When the king is behind two or three pawns, and your adverſary falls upon them in order to attack your king, you muſt take care not to puſh any of thoſe pawns till forced; as it would have been very bad policy to have puſhed your king's rook's pawn upon his biſhop, becauſe he would then have got the attack by taking your knight with his biſhop, and would have got an opening upon your king by puſhing his king's knight's pawn, which would have loſt you the game.

20. *B.* The king's rook at its 4th ſquare.
W. The queen's biſhop's pawn one move.
21. *B.* The queen's pawn one move.
W. The king's pawn one move.
22. *B.* The king's knight at his king's ſquare.
W. The queen's knight's pawn one move.
23. *B.* The pawn takes the pawn.
W. The king's rook retakes the pawn.
24. *B.* The queen's rook's pawn one move.
W. The king's rook at its queen's knight's 4th ſq.
25. *B.* The king's biſhop's pawn one move.
W. The king's biſhop takes the queen's rook's pawn.
26. *B.* The pawn takes the biſhop.
W. The queen takes the pawn, and gives check.
27. *B.* The king retires,
W. The queen gives check.
28. *B.* The knight covers the check.
W. The queen's rook's pawn one move.
29. *B.* The king at his queen's 2d ſquare.
W. The queen takes the queen's pawn, and gives check.
30. *B.* The king retires.
W. The queen's rook's pawn one move, and by different ways wins the game.

CUNNINGHAM'S GAMBIT,

The Inventor of which thought it a ſure Game; but, three Pawns well conducted, for the loſs of a Biſhop only, will win the Game, playing well on both Sides. There are two Back Games: one from the ſeventh, and the other at the eleventh Move.

1. *White.* THE king's pawn two moves.
Black. The ſame.
2. *W.* The king's biſhop's pawn two moves.
B. The king's pawn takes the pawn.

3. *W.* The king's knight at his biſhop's 3d ſquare.
B. The king's biſhop at his king's 2d ſquare.
4. *W.* The king's biſhop at his queen's biſhop's 4th ſquare.
B. The king's biſhop gives check.
5. *W.* The king's knight's pawn one move.
B. The pawn takes the pawn.
6. *W.* The king caſtles.
B. The pawn takes the rook's pawn, and gives check.
7. *W.* The king at his rook's ſquare.
B. The king's biſhop at his third ſquare *(a)*.
8. *W.* The king's pawn one move.
B. The queen's pawn two ſteps.
9. *W.* The king's pawn takes the biſhop *(b)*.
B. The king's knight takes the pawn.
10. *W.* The king's biſhop at his queen's knight's 3d ſq.
B. The queen's biſhop at his king's 3d ſquare.
11. *W.* The queen's pawn one move *(c)*.
B. The king's rook's pawn one move *(d)*.
12. *W.* The queen's biſhop at his king's biſhop's 4th ſquare.
B. The queen's biſhop's pawn two ſteps.

(a) If inſtead of playing this biſhop at his third ſquare he had played it at his king's ſecond ſquare, you had won the game in a few moves, which appears by the firſt Back-game.

(b) Without a ſacrifice of this biſhop he could not win the game: but, loſing it, for three pawns, he becomes your conqueror; which three pawns (provided he doth not be too haſty in puſhing them forwards, and that they be always well ſuſtained by his pieces) will win the game in ſpite of your beſt defence.

(c) If you had puſhed this pawn two ſteps, you had given to his knights a free entry into your game, which would have loſt it very ſoon. But, to make this more evident, ſee a ſecond Back-game from this eleventh move.

(d) This move is of great conſequence, becauſe it prevents you from attacking his king's knight with your queen's biſhop, which

13. *W.* The queen's biſhop takes the pawn next to his king.
B. The queen's knight at his biſhop's 3d ſquare.
14. *W.* The queen's knight at his queen's 2d ſquare.
B. The king's knight at the white king's knight's 4th ſquare *(e)*.
15. *W.* The queen at her king's 2d ſquare *(f)*.
B. The knight takes the biſhop.
16. *W.* The queen takes the knight.
B. The queen at her knight's ſquare *(g)*
17. *W.* The queen takes the queen *(h)*.
B. The rook takes the queen.
18. *W.* The queen's rook at its king's ſquare.
B. The king at his queen's 2d ſquare.
19. *W.* The king's knight gives check.
B. The knight takes the knight.
20. *W.* The queen's rook takes the knight.
B. The king at his queen's 3d ſquare.

would have enabled you to ſeparate his pawns by changing one of your rooks for one of his knights.

(e) He playeth this knight to take your queen's biſhop, which would prove very incommodious to him in caſe he ſhould caſtle on his queen's ſide. Obſerve again as a general rule, that if the ſtrength of your game conſiſts in pawns, the beſt way is to take the adverſary's biſhops, becauſe they can ſtop the advancing of the pawns, much better than the rooks.

(f) Not being able to ſave your biſhop without doing worſe, play your queen to take his place again when taken; for, if you had played it at your king's biſhop's fourth ſquare to prevent the check of his knight, he would have puſhed his king's knight's pawn upon your ſaid biſhop, and would have won the game immediately.

(g) If he had played his queen any where elſe, ſhe would have been cramped; therefore he offers to change, that in caſe you refuſe he may place her at her third ſquare, where ſhe would be extremely well poſted.

(h) If you did not take his queen, your game would be ſtill in a worſe ſtate.

21. *W.* The king's rook at its king's ſquare.
B. The queen's knight's pawn two ſteps.
22. *W.* The queen's biſhop's pawn one ſtep.
B. The queen's rook at its king's ſquare.
23. *W.* The queen's rook's pawn two ſteps.
B. The queen's rook's pawn one ſtep.
24. *W.* The knight at his king's biſhop's 3d ſquare.
B. The king's knight's pawn two ſteps.
25. *W.* The king at his knight's 2d ſquare.
B. The king's biſhop's pawn one mone (*i*).
26. *W.* The queen's rook at its king's 2d ſquare.
B. The king's rook's pawn one ſtep.
27. *W.* The queen's rook's pawn takes the pawn.
B. The pawn retakes the pawn.
28. *W.* The king's rook at its queen's rook's ſquare.
B. The queen's rook at her home (*k*).
29. *W.* The king's rook returns to its king's ſquare.
B. The biſhop at his queen's 2d ſquare.
30. *W.* The queen's pawn one move.
B. The queen's biſhop's pawn one move.
31. *W.* The biſhop at his queen's biſhop's 2d ſquare.
B. The king's rook's pawn one move. (*l*)
32. *W.* The king's rook at his home.
B. The king's rook at its 4th ſquare (*m*).

(*i*) If had puſhed this pawn two ſteps, you had gained his queen's pawn, taking it with your biſhop. This would have mended your game very much.

(*k*) Always ſtrive to hinder the adverſary from doubling his rooks, particularly when there is an opening in the game.

(*l*) He playeth this pawn to puſh afterwards that of his king's knight's upon your knight, with a view to force it from his poſt; but if he had puſhed his knight's pawn before he played this, you muſt have poſted your knight at your king's rook's fourth ſquare, and have ſtopped the progreſs of all his pawns.

(*m*) If inſtead of playing this he had given check with his rook's pawn, he would have played ill, and entirely againſt the inſtruction given in the obſervation marked (*x*) in the firſt game.

33. *W.* The queen's knight's pawn one move.
B. The queen's rook at its king's rook's ſquare.
34. *W.* The queen's knight's pawn one move.
B. The king's knight's pawn one move.
35. *W.* The knight at his queen's 2d ſquare.
B. The king's rook at its king's knight's 4th ſquare.
36. *W.* The king's rook at its king's biſhop's ſquare.
B. The king's knight's pawn one move.
37. *W.* The rook takes the pawn, and gives check.
B. The king at his queen's biſhop's 2d ſquare.
38. *W.* The king's rook at the black king's knight's 3d ſquare.
B. The king's rook's pawn gives check.
39. *W.* The king at his knight's ſquare.
B. The king's knight's pawn one move.
40. *W.* The rook takes the rook.
B. The rook's pawn gives check.
41. *W.* The king takes the knight's pawn.
B. The rook's pawn makes a queen, and gives check.
42. *W.* The king at his biſhop's 2d ſquare.
B. The rook gives check at its king's biſhop's ſquare.
43. *W.* The king at his 3d ſquare.
B. The queen gives check at the white king's rook's 3d ſquare.
44. *W.* The knight covers the check, having no other way.
B. The queen takes the knight, and afterwards the rook, and gives mate in two moves after.

FIRST BACK-GAME,

Beginning at the Seventh Move of the Gambit.

7. *White.* THE king at his rook's ſquare.
   Black. The biſhop at his king's 2d ſquare.
8. *W.* The king's biſhop takes the pawn, and gives check.
   B. The king takes the biſhop.
9. *W.* The king's knight at the black king's 4th ſq. giving double check.
   B. The king at his 3d ſquare, and where elſe he loſes his queen.
10. *W.* The queen gives check at her king's knight's 4th ſquare.
    B. The king takes the knight.
11. *W.* The queen gives check at the black king's biſhop's 4th ſquare.
    B. The king at his queen's 3d ſquare.
12. *W.* The queen gives check-mate at the black queen's 4th ſquare.

SEQUEL TO THIS

FIRST BACK-GAME,

In caſe the Adverſary refuſes taking your Biſhop with his King, at the Eighth Move of this firſt Back-Game.

8. *White.* THE king's biſhop takes the pawn and gives check.
   Black. The king at his biſhop's ſquare.
9. *W.* The king's knight at the black king's 4th ſq.
   B. The king's knight at his king's biſhop's 3d ſq.
10. *W.* The king's biſhop at his queen's knight's 3d ſq.
    B. The queen at her king's ſquare.
11. *W.* The king's knight at the black king's biſhop's 2d ſquare.
    B. The rook at her knight's ſquare.

12. *W.* The king's pawn one move.
B. The queen's pawn two moves.
13. *W.* The pawn takes the knight.
B. The pawn retakes the pawn.
14. *W.* The biſhop takes the pawn.
B. The queen's biſhop at the white king's knight's 4th ſquare.
15. *W.* The queen at her king's ſquare.
B. The queen's biſhop at her king's rook's 4th ſq.
16. *W.* The queen's pawn two ſteps.
B. The biſhop takes the knight.
17. *W.* The queen's biſhop gives check.
B. The rook covers the check.
18. *W.* The knight at his queen's biſhop's 3d ſquare.
B. The biſhop takes the biſhop.
19. *W.* The knight retakes the biſhop.
B. The queen at her king's biſhop's 2d ſquare.
20. *W.* The knight takes the biſhop.
B. The queen takes the knight.
21. *W.* The queen takes the queen.
B. The king takes the queen.
22. *W.* The biſhop takes the rook, and with the ſuperiority of a rook, eaſily wins the game.

SECOND BACK-GAME,

Beginning at the eleventh Move of Cunningham's Gambit.

11. *White.* THE queen's pawn two moves.
Black. The king's knight at the white king's 4th ſquare.
12. *W.* The queen's biſhop at his king's biſhop's 4th ſq.
B. The king's biſhop's pawn two moves.
13. *W.* The queen's knight at his queen's 2d ſquare (*a*).
B. The queen at her king's 2d ſquare.

(*a*) This knight is played to tempt your adverſary to take it; but if he did, he would play very ill; becauſe a knight thus ſituated, and ſuſtained by two pawns, whilſt you have no pawn left to puſh up to remove it, that knight is at leaſt worth a rook, and becomes

14. *W.* The queen's biſhop's pawn two moves.
B. The queen's biſhop's pawn one move (*b*).
15. *W.* The pawn takes the pawn.
B. The pawn retakes the pawn.
16. *W.* The queen's rook at its biſhop's ſquare.
B. The queen's knight at his biſhop's 3d ſquare.
17. *W.* The queen's knight takes the knight.
B. The king's biſhop's pawn retakes the knight.
18. *W.* The knight takes the black pawn next to his king.
B. The king caſtles with his rook.
19. *W.* The queen at her 2d ſquare.
B. The king's rook's pawn one ſtep.
20. *W.* The queen's rook at the black queen's biſhop's 4th ſquare.
B. The queen's rook at its queen's ſquare.
21. *W.* The king's biſhop at his queen's rook's 4th ſq.
B. The king's knight's pawn two ſteps.
22. *W.* The queen's biſhop at his king's 3d ſquare.
B. The rook takes the rook.
23. *W.* The knight takes the rook.
B. The queen at her 3d ſquare.
24. *W.* The queen at her king's rook's 2d ſquare.
B. The king at his knight's 2d ſquare.
25. *W.* The queen takes the queen.
B. The rook retakes the queen.
26. *W.* The queen's rook's pawn one move.
B. The king at his knight's 3d ſquare.

ſo incommodious, that you will be forced to take it; and in this caſe your adverſary reunites his two pawns, one of which will probably either make a queen, or coſt you a piece to prevent the ſame.

(*b*) If he had taken your pawn, his game would have very much diminiſhed in ſtrength, becauſe his knight had then been ſuſtained but by one pawn inſtead of two; beſides, he would have been forced to withdraw his king's knight when attacked, in order to preſerve the pawn that ſuſtained it.

27. *W.* The queen's knight's pawn two ſteps.
B. The king's rook's pawn one move.
28. *W.* The queen's knight's pawn one move.
B. The knight at his king's 2d ſquare.
29. *W.* The rook at the black queen's biſhop's 2d ſq.
B. The rook at its queen's 2d ſquare.
30. *W.* The rook takes the rook, if not it will be the ſame.
B. The biſhop retakes the rook.
31. *W.* The king at his knight's 2d ſquare.
B. The king's rook's pawn one ſtep
32. *W.* The queen's biſhop at his king's biſhop's 2d ſq.
B. The king at his rook's 4th ſquare.
33. *W.* The king's biſhop gives check.
B. The biſhop covers the check.
34. *W.* The biſhop takes the biſhop.
B. The king takes the biſhop.
35. *W.* The knight gives check at his king's 3d ſquare.
B. The king at the white king's biſhop's 4th ſq.
36. *W.* The king at his rook's 3d ſquare.
B. The king at the white king's biſhop's 3d ſq.
37. *W.* The knight at his king's knight's 4th ſquare.
B. The knight at his king's biſhop's 4th ſquare.
38. *W.* The biſhop at his king's knight's ſquare.
B. The king's pawn one move.
39 *W.* The queen's rook's pawn one move.
B. The king's pawn one move.
40. *W.* The biſhop at his king's biſhop's 2d ſquare.
B. The knight takes the queen's pawn, and afterwards wins the game.

FURTHER ILLUSTRATION OF CUNNINGHAM'S GAMBIT.

1. *White.* THE king's pawn two moves.
Black. The ſame.
2. *W.* The king's biſhop's pawn two moves.
B. The pawn takes the pawn.

3. *W.* The king's knight at his biſhop's 3d ſquare.
   B. The king's biſhop at his king's 2d ſquare.
4. *W.* The king's biſhop at his queen's biſhop's 4th ſq.
   B. The biſhop gives check.
5. *W.* The king at his biſhop's ſquare (*a*).
   B. The queen's pawn one ſtep.
6. *W.* The queen's pawn two ſteps.
   B. The queen at her king's biſhop's 3d ſquare.
7. *W.* The king's pawn one ſtep.
   B. The queen's pawn takes the pawn.
8. *W.* The queen's pawn retakes the pawn.
   B. The queen at her king's 2d ſquare.
9. *W.* The queen's biſhop takes the gambit's pawn.
   B. The queen's biſhop at the white king's knight's 4th ſquare.
10. *W.* The queen's knight at his biſhop's 3d ſquare.
    B. The queen's biſhop's pawn one ſtep.
11. *W.* The queen's knight at his king's 4th ſquare, muſt win the game.

THE QUEEN'S GAMBIT,

Wherein there are Six Back-Games.

1. *White.* THE queen's pawn two ſteps.
   Black. The queen's pawn two ſteps likewiſe.
2. *W.* The queen's biſhop's pawn two ſteps.
   B. The pawn takes the pawn.
3. *W.* The king's pawn two moves (*).
   B. The king's pawn two moves (*b*).

(*a*) Withdrawing your king to his biſhop's place, makes it impoſſible for your adverſary to preſerve the gambit's pawn, which will be always in your power to take.

(*) If inſtead of two, you had puſhed this pawn but one ſtep, your adverſary would have ſhut up your queen's biſhop for at leaſt half the game; the firſt Back-game will be the evidence of it.

(*b*) If inſtead of playing this pawn, he had ſuſtained the gambit's pawn, he had loſt the game. This will be ſeen by a ſecond Back-game. But if he had neither puſhed this pawn, nor taken the

4. *W.* The queen's pawn one move (*c*).
   B. The king's biſhop's pawn two moves (*d*).
5. *W.* The queen's knight at his biſhop's 3d ſquare.
   B. The king's knight at his biſhop's 3d ſquare.
6. *W.* The king's biſhop's pawn one move.
   B. The king's biſhop at his queen's biſhop's 4th ſq.
7. *W.* The queen's knight at his rook's 4th ſquare (*e*).
   B. The biſhop takes the knight, near the white king's rook (*f*).
8. *W.* The rook takes the biſhop.
   B. The king caſtles (*g*).
9. *W.* The knight at his queen's biſhop's 3d ſquare.
   B. The pawn takes the pawn.
10. *W.* The king's biſhop takes the gambit's pawn (*h*).
    B. The pawn takes the white king's biſhop's pawn.

gambit's pawn, in this caſe you muſt have puſhed your king's biſhop's pawn two ſteps, and your game would have been in the beſt of ſituations.

(*c*) If inſtead of puſhing your pawn forwards you had taken his king's pawn, you had loſt the advantage of the attack. This is the ſubject of a third Back game.

(*d*) If he had played any thing elſe, you muſt have puſhed your king's biſhop's pawn two ſteps, and by this means have procured your pieces an entire liberty.

(*e*) If inſtead of playing your knight in order to take his king's biſhop, or make him remove it from that line you had taken the gambit's pawn, you had loſt the game again. This is ſhewn by a fourth Back-game.

(*f*) If inſtead of taking your knight, he had played his biſhop at your queen's fourth ſquare, you muſt have attacked it with your king's knight, and taken it the next move.

(*g*) If inſtead of caſtling, he had puſhed his queen's knight's pawn two ſteps in order to ſuſtain his gambit's pawn, it appears by a fifth Back-game that he had loſt; and if inſtead of either of theſe two moves, he had choſen to take your king's pawn, your retaking it would have hindered him from taking yours again with his knight, becauſe he would have loſt the game by your giving him check with your queen.

(*h*) This particular move demands a ſixth Back-game; becauſe if you had retaken his king's biſhop's pawn with your king's biſhop's pawn, you had loſt the game again.

11. *W.* The pawn retakes the pawn *(i)*.
B. The queen's biſhop at his king's biſhop's 4th ſquare.
12. *W.* The queen's biſhop at his king's 3d ſquare.
B. The queen's knight at his queen's 2d ſquare.
13. *W.* The queen at her 2d ſquare.
B. The queen's knight at his 3d ſquare.
14. *W.* The queen's biſhop takes the knight.
B. The rook's pawn retakes the biſhop.
15. *W.* The king caſtles on his queen's ſide.
B. The king at his rook's ſquare.
16. *W.* The king's rook at the black king's knight's 4th ſquare.
B. The king's knight's pawn one move.
17. *W.* The queen at her king's 3d ſquare.
B. The queen at her 3d ſquare.
18. *W.* The knight at his king's 4th ſquare.
B. The biſhop takes the knight.
19. *W.* The pawn retakes the biſhop, and reunites his comrades.
B. The king's rook at its king's ſquare.
20. *W.* The king at his queen's knight's ſquare.
B. The queen at her biſhop's 4th ſquare.
21. *W.* The queen takes the queen.
B. The pawn retakes the queen.
22. *W.* The queen's rook at its king's ſquare.
B. The king at its knight's 2d ſquare,
23. *W.* The king at his queen's biſhop 2d ſquare.
B. The king's rook's pawn one move.
24. *W.* The king's rook at his knight's 3d ſquare.
B. The knight at his king's rook's 4th ſquare.

(*i*) In retaking this pawn, you give an opening to your rook upon his king, and this pawn ſerves likewiſe for a better guard to your king; it ſtops alſo the courſe of your adverſary's knight; and though you have at preſent a pawn leſs, you have the beſt of the game by the ſituation.

25. *W.* The attacked rook ſaves itſelf at the queen's knight's 3d ſquare.
B. The queen's knight's pawn one move.
26. *W.* The queen's pawn one ſtep, to make an opening for your rook and biſhop.
B. The pawn takes the pawn.
27. *W.* The king's rook takes the pawn.
B. The queen's rook at its queen's ſquare.
28. *W.* The queen's rook at its queen's ſquare.
B. The knight at his king's biſhop's 3d ſquare.
29. *W.* The king's rook gives check.
B. The king at his rook's ſquare.
30. *W.* The biſhop at the black queen's 4th ſquare, to prevent the adverſary's pawns advancing.
B. The knight takes the biſhop.
31. *W.* The rook retakes the knight.
B. The king's rook at its biſhop's ſquare.
32. *W.* The queen's rook at its queen's 2d ſquare.
B. The king's rook at the white king's biſhop's 4th ſquare.
33. *W.* The queen's rook at its king's 2d ſquare.
B. The queen's pawn one move.
34. *W.* The pawn takes the pawn.
B. The queen's rook takes the pawn.
35. *W.* The king's rook at the black king's ſecond ſquare.
B. The king's knight's pawn one ſtep; if he ſuſtained the pawn, the game was loſt.
36. *W.* One of the two rooks takes the pawn.
B. The rook takes the rook.
37. *W.* The rook retakes the rook.
B. The rook gives check at the white king's biſhop's 2d ſquare.
38. *W.* The king at his queen's biſhop's 3d ſquare.
B. The rook takes the pawn.

39. *W.* The rook's pawn two ſteps *(k)*
B. The king's knight's pawn one ſtep.
40. *W.* The rook's pawn one move.
B. The knight's pawn one move.
41. *W.* The rook at its king's ſquare.
B. The knight's pawn one move.
42. *W.* The rook at its king's knight's ſquare.
B. The rook gives check.
43. *W.* The king at his queen's biſhop's 4th ſquare.
B. The rook at the white king's knight's 3d ſquare.
44. *W.* The rook's pawn one move.
B. The rook at its knight's 2d ſquare.
45. *W.* The king takes the pawn.
B. The rook's pawn one move.
46. *W.* The king at the black queen's knight's 3d ſquare.
B. The rook's pawn one move.
47. *W.* The rook's pawn one move.
B. The rook takes the pawn *(l)*.
48. *W.* The rook takes the pawn *(m)*.
B. The rook at the king's rook's 2d ſquare.
49. *W.* The pawn two ſteps.
B. The pawn one ſtep.
50. *W.* The rook at its king's rook's 2d ſquare.
B. The king at his knight's 2d ſquare.
51. *W.* The pawn one move.
B. The king at his knight's third ſquare.

(k) If you had taken his pawn with your rook, inſtead of puſhing this pawn, you had loſt the game; becauſe your king would have prevented your rook from coming in time to ſtop the paſſage of his knight's pawn. This may be ſeen by playing over the ſames moves.

(l) If he did not take your pawn, you muſt have taken his; and that would have given you the game.

(m) If inſtead of taking his pawn, you had taken his rook, you had loſt the game:

52. *W.* The king at the black queen's biſhop's 3d ſquare.
B. The king at his knight's 4th ſquare.
53. *W.* The pawn one move.
B. The king at the white king's knight's 4th ſquare.
54. *W.* The pawn advances.
B. The rook takes the pawn, and playing afterwards his king upon the rook, it is a drawn game, becauſe his pawn will coſt your rook.

FIRST BACK-GAME,

Beginning at the third Move of the Queen's Gambit.

3. *White.* THE king's pawn one move.
Black. The king's biſhop's pawn two ſteps *(a)*.
4. *W.* The king's biſhop takes the pawn.
B. The king's pawn one move.
5. *W.* The king's biſhop's pawn one move.
B. The king's knight at his biſhop's 3d ſquare *(b)*.
6. *W.* The queen's knight at his biſhop's 3d ſquare.
B. The queen's biſhop's pawn two ſteps *(c)*.
7. *W.* The king's knight at his king's 2d ſquare.
B. The queen's knight at his biſhop's 3d ſquare.
8. *W.* The king caſtles.
B. The king's knight's pawn two ſteps *(d)*.

(a) Moving of this pawn muſt convince you, that it had been better to puſh your king's pawn two ſteps, becauſe his pawn obſtructs the union of your king's and queen's pawns in front.

(b) He playeth this knight to hinder your king's and queen's pawns from aſſembling.

(c) This is puſhed again with the ſame deſign, to prevent the center pawns from uniting in front.

(d) He playeth this pawn to puſh that of his king's biſhop's upon your king's pawn in caſe of need, which would cauſe an entire ſeparation of your beſt pawns.

9. *W.* The queen's pawn takes the pawn (*e*).
B. The queen takes the queen.
10. *W.* The rook retakes the queen.
B. The king's biſhop takes the pawn.
11. *W.* The king's knight at his queen's 4th ſquare.
B. The king at his 2d ſquare.
12. *W.* The queen's knight at his rook's 4th ſquare.
B. The king's biſhop at his queen's 3d ſquare.
13. *W.* The king's knight takes the knight.
B. The pawn retakes the knight.
14. *W.* The king's biſhop's pawn one ſtep (*f*).
B. The king's rook's pawn one ſtep.
15. *W.* The queen's biſhop at his queen's ſecond ſquare.
B. The knight at his queen's 4th ſquare.
16. *W.* The king's knight's pawn one ſtep.
B. The queen's biſhop at his queen's 2d ſquare.
17. *W.* The king at his biſhop's 2d ſquare.
B. The queen's biſhop's pawn one move.
18. *W.* The knight at his queen's biſhop's 3d ſquare.
B. The queen's biſhop at his third ſquare.
19. *W.* The knight takes the knight.
B. The pawn retakes the knight.
20. *W.* The king's biſhop at his king's 2d ſquare.
B. The queen's rook at its king's knight's ſquare.
21. *W.* The queen's biſhop at his 3d ſquare.
B. The king's knight's pawn takes the pawn.

(*e*) If inſtead of taking this pawn you had advanced your own, the adverſary would then have attacked your king's biſhop with his queen's knight, to compel you to give him check; and in this caſe, he, playing his king at his biſhop's ſecond ſquare, had gained the move upon you, and a very good ſituation for game.

(*f*) You advance this pawn to prevent your adverſary from putting three pawns in front, which he would have done by puſhing only his king's pawn.

22. *W.* The biſhop takes the rook (*g*).
B. The pawn takes the king's pawn giving check.
23. *W.* The king retakes the pawn.
B. The rook takes the biſhop.
24. *W.* The king's biſhop at his 3d ſquare.
B. The King at his third ſquare.
25. *W.* The king's rook at its queen's 2d ſquare.
B. The queen's pawn gives check.
26. *W.* The king at his biſhop's 2d ſquare.
B. The queen's biſhop at the white king's 4th ſquare.
27. *W.* The queen's rook at its king's ſquare.
B. The king at his queen's 4th ſquare.
28. *W.* The king's rook at its king's 2d ſquare.
B. The rook at its king's ſquare.
29. *W.* The king's knight's pawn one move.
B. The biſhop takes the biſhop.
30. *W.* The rook takes the rook.
B. The pawn takes the pawn.
31. *W.* The king's rook's pawn one move.
B. The queen's biſhop's pawn one move.
32. *W.* The king's rook at the black king's rook's ſquare.
B. The queen's pawn one move.
33. *W.* The king at his 3d ſquare.
B. The king's biſhop gives check at his queen's biſhop's 4th ſquare.

(*g*) If you had retaken his pawn with your knight's pawn, he would have puſhed his queen's pawn upon your biſhop, and afterwards would have entered your game with a check of his rook, ſuſtained by his queen's biſhop; and if you had taken this pawn with your king's pawn, he might have done the ſame; which would have given him a very good game, becauſe one of his pawns being then paſſed (that is, to ſay, a pawn that can be no more ſtopped but by pieces) will infallibly coſt a piece, to hinder the making of a queen.

34. *W.* The king at his biſhop's 4th ſquare, having no other place.
B. The queen's pawn one move, and wins the game (*h*).

SECOND BACK-GAME,

Beginning at the third Move of the Queen's Gambit.

3. *White.* The king's pawn two ſteps.
Black. The queen's knight's pawn two ſteps.
4. *W.* The queen's rook's pawn two ſteps.
B. The queen's biſhop's pawn one ſtep.
5. *W.* The queen's knight's pawn one ſtep.
B. The gambit's pawn takes the pawn (*a*).
6. *W.* The rook's pawn takes the pawn.
B. The queen's biſhop's pawn takes the pawn.
7. *W.* The king's biſhop takes the pawn, and gives check.
B. The biſhop covers the check.
8. *W.* The queen takes the pawn.
B. The biſhop takes the biſhop.
9. *W.* The queen retakes the biſhop, and gives check.
B. The queen covers the check.
10. *W.* The queen takes the queen.
B. The knight retakes the queen.

(*h*) The loſs of this game ſhews the ſtrength of two biſhops againſt the rooks, particularly when the king is placed between two pawns. But if inſtead of employing your rooks to make war againſt his pawns, you had, on the thirty-firſt move, played your rook at the black queen's ſquare; on the thirty-ſecond move brought your other rook at your adverſary's king's ſecond ſquare; and on the thirty-third move ſacrificed your firſt rook for his king's biſhop; you had made it a drawn game.

(*a*) It is of the ſame conſequence in the attack of the queen's gambit, to ſeparate the adverſary's pawns on that ſide, as it is in the king's gambits to ſeparate them on the king's ſide.

11. *W.* The king's biſhop's pawn two ſteps.
B. The king's pawn one move or ſtep.
12. *W.* The king at his 2d ſquare.
B. The king's biſhop's pawn two ſteps *(b)*
13. *W.* The king's pawn one move.
B. The king's knight at his king's 2d ſquare.
14. *W.* The queen's knight at his biſhop's 3d ſquare.
B. The king's knight at his queen's 4th ſquare *(c)*.
15. *W.* The knight takes the knight.
B. The pawn retakes the knight.
16. *W.* The queen's biſhop at his rook's 3d ſquare.
B. The biſhop takes the biſhop.
17. *W.* The rook takes the biſhop.
B. The king at his 2d ſquare.
18. *W.* The king at his biſhop's 3d ſquare.
B. The king's rook at its queen's knight's ſquare.
19. *W.* The knight at his king's 2d ſquare.
B. The king at his 3d ſquare.
20. *W.* The king's rook at its queen's rook's ſquare.
B. The king's rook at its queen's knight's 2d ſquare.
21. *W.* The queen's rook gives check.
B. The knight covers the check.
22. *W.* The king's rook at the black queen's rook's 4th ſquare.
B. The king's knight's pawn one move.

(*b*) By puſhing this pawn two ſteps, the adverſary's is to force you to puſh forwards your king's pawn, in order to cauſe your queen's pawn, now at the head, to be left behind, and of no uſe. (See obſervation of the ſecond game.) Nevertheleſs you muſt play it; but ſtrive afterwards, with the help of your pieces, to change this your queen's pawn for his king's, and give a free paſſage to your own king's pawn.

(*c*) In this preſent ſituation your adverſary is forced to propoſe the changing of knights, though by this move he ſeparates his pawns; becauſe if he had played any thing elſe, you would have taken his rook's pawn, by playing only your knight at the black queen's knight's fourth ſquare.

23. *W.* The knight at his queen's biſhop's 3d ſquare.
B. The queen's rook at its queen's ſquare.
24. *W.* The queen's rook takes the rook's pawn.
B. The rook takes the rook.
25. *W.* The rook retaketh, and muſt win the game, having a pawn ſuperiority, and moreover a pawn paſt, which amounts to a piece *(d)*.

THIRD BACK-GAME,

Beginning at the fourth Move of the Queen's Gambit.

4. *White.* THE queen's pawn takes the pawn.
Black. The queen takes the queen.
5. *W.* The king retakes the queen.
B. The queen's biſhop at his king's 3d ſquare.
6. *W.* The king's biſhop's pawn two ſteps.
B. The king's knight's pawn one ſtep.
7. *W.* The queen's knight at his biſhop 3d ſquare.
B. The queen's knight at his queen's 2d ſquare.
8. *W.* The king's rook's pawn one move.
B. The king's rook's pawn two moves.
9. *W.* The queen's biſhop at his king's 3d ſquare.
B. The king caſtles.
10. *W.* The king at his queen's biſhop's 2d ſquare.
B. The king's biſhop at his queen's biſhop's 4th ſquare.
11. *W.* The biſhop takes the biſhop.
B. The knight retakes the biſhop.
12. *W.* The king's knight at his biſhop's 3d ſquare.
B. The queen's biſhop's pawn one ſtep.
13. *W.* The king's knight at the black king's knight's 4th ſquare.
B. The queen's knight's pawn two ſteps

(*d*) By this Back-game it appears, that a pawn, when ſeparated from his fellows, will ſeldom or never ſucceed.

14. *W.* The king's biſhop at his king's 2d ſquare.
B. The king's knight at his king's 2d ſquare.
15. *W.* The knight takes the biſhop.
B. The pawn retakes the knight.
16. *W.* The queen's rook's pawn two ſteps.
B. The queen's knight at the white queen's knight's 3d ſquare.
17. *W.* The queen's rook at its 2d ſquare.
B. The queen's rook's pawn one ſtep.
18. *W.* The queen's rook's pawn takes the pawn.
B. The queen's rook's pawn retakes the pawn.
19. *W.* The rook gives check.
B. The king at his queen's knight's 2d ſquare.
20. *W.* The rook takes the rook.
B. The rook retakes the rook.
21. *W.* The rook at its queen's ſquare.
B. The queen's knight gives check at the white queen's 4th ſquare.
22. *W.* The king at his queen's knight's ſquare.
B. The king at his queen's knight's 3d ſquare.
23. *W.* The king's knight's pawn two ſteps.
B. The pawn takes the pawn.
24. *W.* The pawn retakes the pawn.
B. The queen's biſhop's pawn one move.
25. *W.* The king's knight's pawn one move.
B. The king's knight at his queen's biſhop's 3d ſq.
26. *W.* The biſhop at his king's knight's 4th ſquare.
B. The queen's knight's pawn one move.
27. *W.* The knight at his king's 2d ſquare.
B. The king's knight at his queen's rook's 4th ſq.
28. *W.* The knight takes the knight.
B. The pawn retakes the knight.
29. *W.* The biſhop takes the pawn.
B. The king at his queen's biſhop's 4th ſquare.
30. *W.* The king's biſhop's pawn one ſtep.
B. The queen's pawn one move.

31. *W.* The king's biſhop's pawn takes the pawn. (*a*).
B. The knight at the white queen's knight's 3d ſq.
32. *W.* The pawn one move.
B. The rook at its queen's rook's ſquare, to give check-mate.
33. *W.* The rook takes the pawn.
B. The rook gives check.
34. *W.* The king has but one place.
B. The rook gives check-mate at its queen's biſhop's ſquare.

FOURTH BACK-GAME,

Beginning at the ſeventh Move of the Queen's Gambit.

7. *White.* THE king's biſhop takes the gambit's pawn.
Black. The king's biſhop's pawn takes the pawn.
8. *W.* The king's biſhop's pawn retakes the pawn.
B. The king's knight at the white king's knight's 4th ſquare.
9. *W.* The king's knight at his rook's 3d ſquare.
B. The queen gives check.
10. *W.* The king at his queen's 2d ſquare.
B. The king's knight at the white king's 3d ſquare.
11. *W.* The queen at her king's 2d ſquare.
B. The queen's biſhop at the white king's knight's 4th ſquare.
12. *W.* The queen at her 3d ſquare.
B. The king's knight takes the king's knight's pawn.
13. *W.* The king's knight at his home.
B. The queen at the white king's ſquare giving check.
14. *W.* The king retires.
B. The king's biſhop takes the knight, and will eaſily win the game.

(*a*) He takes this pawn, to make a queen upon the white queen's ſquare, where his biſhop ſuſtains the pawn.

FIFTH BACK-GAME,
At the eighth Move of the Queen's Gambit.

8. *White.* THE rook retakes the biſhop.
   Black. The queen's knight's pawn two ſteps.
9. *W.* The knight at the black queen's biſhop's 4th ſq.
   B. The king caſtles.
10. *W.* The queen's rook's pawn two moves.
    B. The queen's knight at his rook's 3d ſquare.
11. *W.* The knight takes the knight.
    B. The biſhop retakes the knight.
12. *W.* The rook's pawn takes the pawn.
    B. The biſhop retakes the pawn.
13. *W.* The queen's knight's pawn one move.
    B. The king's biſhop's pawn takes the pawn.
14. *W.* The queen's knight's pawn takes the pawn.
    B. The biſhop at his queen's 2d ſquare.
15. *W.* The queen's biſhop at the black king's knight's 4th ſquare.
    B. The pawn takes the pawn.
16. *W.* The pawn retakes the pawn.
    B. The king at his rook's ſquare.
17. *W.* The king's biſhop at his queen's 3d ſquare.
    B. The king's rook's pawn one move.
18. *W.* The king's rook's pawn two moves.
    B. The rook's pawn takes the queen's biſhop.
19. *W.* The pawn retakes the pawn.
    B. The knight at his rook's 4th ſquare.
20. *W.* The biſhop at the black king's knight's 3d ſq.
    B. The knight at the white king's biſhop's 4th ſq.
21. *W.* The queen at her biſhop's 2d ſquare.
    B. The knight takes the biſhop to avoid the mate.
22. *W.* The queen retakes the knight.
    B. The biſhop at his king's biſhop's 4th ſquare.
23. *W.* The queen gives check.
    B. The king retires.

24. *W.* The king's knight's pawn one move.
B. The biſhop takes the pawn.
25. *W.* The queen takes the biſhop.
B. The queen at her king's biſhop's 3d ſquare.
26. *W.* The queen's rook at the black queen's rook's 3d ſquare.
B. The queen takes the queen.
27. *W.* The queen's rook retakes the queen.
B. The king's rook at its biſhop's 2d ſquare.
28. *W.* The king at his 2d ſquare.
B. The queen's rook's pawn two ſteps.
29. *W.* The queen's rook at the black king's 3d ſquare.
B. The rook's pawn one move.
30. *W.* The rook takes the pawn.
B. The rook's pawn one move.
31. *W.* The king's rook at its queens rook's ſquare.
B. The rook's pawn one move.
32. *W.* The rook at its king's 3d ſquare.
B. The king's rook at its biſhop's 3d ſquare.
33. *W.* The king at his queen's 3d ſquare.
B. The rook gives check.
34. *W.* The king at his 4th ſquare.
B. The rook takes the rook.
35. *W.* The king retakes the rook.
B. The rook at its queen's rook's 3d ſquare.
36. *W.* The king at his queen's 4th ſquare.
B. The king at his biſhop's 2d ſquare.
37. *W.* The king at his queen's biſhop's 3d ſquare.
B. The rook gives check.
38. *W.* The king at his queen's knight's 4th ſquare.
B. The rook takes the pawn.
39. *W.* The rook takes the pawn.
B. The king at his 2d ſquare.
40. *W.* The queen's biſhop's pawn one ſtep.
B. The king's knight's pawn two ſteps.

41. *W.* The rook at the black queen's rook's 2d ſquare.
B. The king at his queen's ſquare.
42. *W.* The king at the black queen's knight's 4th ſq.
B. The knight's pawn one move.
43. *W.* The king at the black queen's biſhop's 3d ſquare.
B. The rook gives check.
44. *W.* The pawn covers the check.
B. The pawn takes the pawn.
45. *W.* The pawn retakes the pawn.
B. The king at his home.
46. *W.* The rook at the black king's knight's 2d ſquare.
B. The rook at its 3d ſquare.
47. *W.* The king at the black queen's biſhop's 2d ſquare, and afterwards puſhing his pawn, will win the game.

SIXTH BACK-GAME,

Beginning at the tenth Move of the Queen's Gambit.

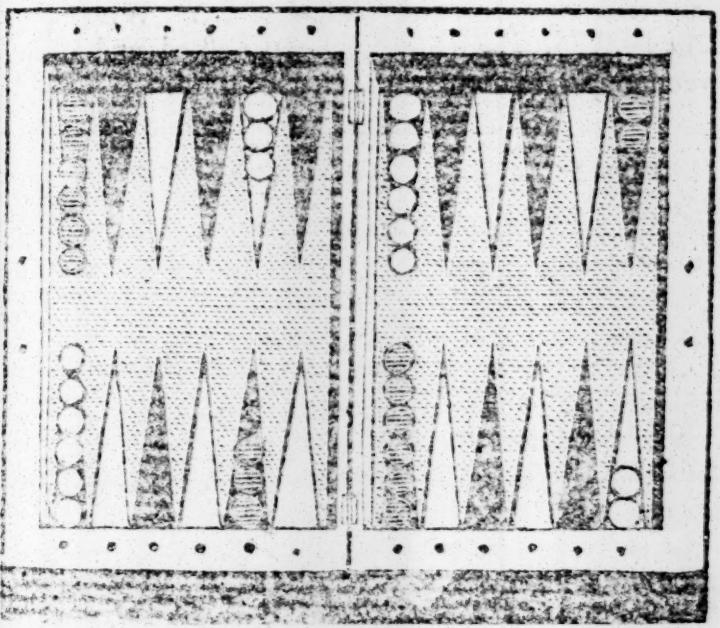
10. *White.* The king's biſhop's pawn takes the pawn.
Black. The knight takes the king's pawn.
11. *W.* The knight retakes the knight.
B. The queen gives check.
12. *W.* The knight at his king's knight's 3d ſquare.
B. The queen's biſhop at the white king's knight's 4th ſquare.
13. *W.* The king's biſhop at his king's 2d ſquare (*a*).
B. The queen takes the rook's pawn.
14. *W.* The king's rook at its biſhop's ſquare (*b*).
B. The queen takes the knight and gives check.
15. *W.* The king at his queen's 2d ſquare.
B. The queen's knight at his queen's 2d ſquare.

(*a*) Any thing you could have played could not ſave a piece.
(*b*) If inſtead of playing your rook you had played your king, the adverſary had won ſooner, by playing only his rook at your king's biſhop's ſecond ſquare.

16. *W.* The rook takes the rook (*c*).
B. The rook retakes the rook.
17. *W.* The queen at her king's ſquare.
B. The rook at the white king's biſhop's 2d ſquare, and wins the game.

(*c*) If you had taken his biſhop, he would have given you check with his queen at your queen's third ſquare, and made by taking your rook the following move.

THE GAME OF BACK-GAMMON.



THIS game is played by two perſons, upon a table divided into two parts, upon which there are twenty-four black and white points. Each adverſary has fifteen men, black and white, to diſtinguiſh them,

and are diſpoſed of thus: Suppoſing you play into the right-hand table, two upon the ace-point in your adverſary's table, five upon the ſix-point in the oppoſite table, three upon the cinque-point in the hithermoſt table, and five on the ſix-point in your own table, the grand object is to bring the men round in your own table; all throws that contribute towards it, and prevent your adverſary doing the like, are advantageous, and *vice verſa*. The firſt beſt throw upon the dice is eſteemed aces, as it ſtops the ſix-point in the outer table, and ſecures the cinque in your own, whereby your adverſary's two men upon your ace-point cannot get out with either quatre, cinque or ſix. Wherefore this throw is an advantage frequently aſked and given between players that are not equally ſkilful.

Mr. HOYLE's TREATISE OF BACK-GAMMON.

BECAUSE it is neceſſary for a learner to know how many points he ought to throw upon the two dice, one throw with another, we ſhall take the following method to demonſtrate it.

Example. I would know how many chances there are upon two dice?

The anſwer is thirty-ſix.

I would alſo know how many points there are upon the thirty-ſix chances?

The anſwer to which take as follows, viz.

2 Aces	—	4	5 and 4 twice		18
2 Deuces	—	8	5 and 3 twice		16
2 Trois	—	12	5 and 2 twice		14
2 Fours	—	16	5 and 1 twice		12
2 Fives	—	20	4 and 3 twice		14
2 Sixes	—	24	4 and 2 twice		12
6 and 5 twice		22	4 and 1 twice		10
6 and 4 twice		20	3 and 2 twice		10

6 and 3 twice	18		3 and 1 twice	8	
6 and 2 twice	16		2 and 1 twice	6	
6 and 1 twice	14			—	*Points.*

Divided by 36 $\left\{\begin{matrix}294\\288\end{matrix}\right\}$ 8

6

294 divided by 36, folves the queſtion; by which it appears, that one throw with another you may expect to throw 8 upon two dice.

I would know how many chances there are upon 2 dice?

The anſwer is 36, which are as follow:

2 Sixes	—	1	5 and 4 twice		2
2 Fives	—	1	5 and 3 twice		2
2 Fours	—	1	5 and 2 twice		2
2 Trois	—	1	* 5 and 1 twice		2
2 Deuces	—	1	4 and 3 twice		2
* 2 Aces	—	1	4 and 2 twice		2
6 and 5 twice		2	* 4 and 1 twice		2
6 and 4 twice		2	3 and 2 twice		2
6 and 3 twice		2	* 3 and 1 twice		2
6 and 2 twice		2	* 2 and 1 twice		2
* 6 and 1 twice		2			—
					36

Becauſe a learner may be at a loſs to find out by this table of 36 chances, what are the odds of being hit upon a certain, or flat die, let him take the following method.

EXAMPLE. To know the odds of being hit upon an ace?

Look in the table where you will find thus * marked.

* 2 Aces —	1	* 3 and 1 twice	2
* 6 and 1 twice	2	* 4 and 1 twice	2
* 5 and 1 twice	2	* 2 and 1 twice	2

Total 11

Which deducted from 36

The remainder is 25

By this method it appears, that it is 25 to 11 againſt hitting an ace, upon a certain, or flat die.

The like method may be taken with any other flat die, as you have ſeen with the ace.

I would know what are the odds of entering a man upon 1, 2, 3, 4, or 5 Points?

Anſwer.

		for.	againſt.		*Reduced.* for.		againſt.
To enter it	upon 1 point is	11	to 25	or about	4	to	9
	upon 2 points	20	16		5		4
	upon 3 points	27	9		3		1
	upon 4 points	32	4		8		1
	upon 5 points	35	1		35		1

I would know what are the odds of hitting, with any chance, in the reach of a ſingle die?

Anſwer.

		for.	againſt.		*Reduced.* for.		againſt.
To hit	upon 1 is	11	to 25	or about	4	to	9
	upon 2	12	24		1		2
	upon 3	14	22		2		3
	upon 4	15	21		5		7
	upon 5	15	21		5		7
	upon 6	17	19		$8\frac{1}{2}$		$9\frac{1}{2}$

I would know what are the odds of hitting with double dice? which are as follow:

		Answer.			*Reduced.*	
			for.	againſt.	for.	againſt.
To hit	upon 7	is	6 to	30	1 to	5
	upon 8		6	30	1	5
	upon 9		5	31	1	6
	upo 10		3	33	1	11
	upon 11		2	34	1	17
	upon 12	(or 26's)	1	36	1	35

or about

To explain farther to a learner how to make uſe of the table of 36 chances, when at a loſs to find the odds of being hit upon any certain or flat die, this ſecond example is here added to ſhew how to find by that table the odds of being hit upon a 6.

2 Sixes	— 1	6 and 3 twice	2
2 Trois	— 1	6 and 2 twice	2
2 Deuces	— 1	6 and 1 twice	2
6 and 5 twice	2	5 and 1 twice	2
6 and 4 twice	2	4 and 2 twice	2
			17
		Which deducted from	36
		Remainder is —	19

By the forgoing example it is evident, that it is 19 to 17 againſt being hit upon a 6.

The odds of 2 love is about 5 to 2.
and of 2 to 1 is 2 1.
and of 1 love is 3 2.

I. IF you play three up at back-gammon, your principal view, in the firſt place, is, either to ſecure your own or your adverſary's cinque-point; when that

is effected, you may play a puſhing game and endeavour to gammon your adverſary.

II. The next beſt point (after you have gained your cinque-point) is to make your bar-point, thereby preventing your adverſary's running with 2 ſixes.

III. After you have proceeded thus far, you are, in the next place, to prefer the making your quatre-point in your own tables, rather than the quatre-point out of them.

IV. Having gained theſe points, you have a fair chance to gammon your adverſary, if he is very forward: For, ſuppoſe his tables are broke at home, it will be then your intereſt to open your bar-point, and to oblige him to come out of your tables with a ſix; and having your men ſpread, you not only may catch that man which your adverſary brings out of your tables, but you will alſo have a probability of taking up the man left in your tables (upon ſuppoſition that he had two men there.) And ſuppoſe he ſhould have a blot at home, it will then be your intereſt not to make up your tables; becauſe, if he ſhould enter upon a blot, which your are to make for the purpoſe, you will have a probability of getting a third man; which, if accompliſhed, will give you, at leaſt, 4 to 1 of the gammon; whereas, if you have only two of his men up, the odds are in his favour that you do not gammon him.

V. If you play for a hit only, one or two men taken up of your adverſary's, makes it ſurer than a greater number, provided that your tables are made up.

VI. DIRECTIONS *how to carry your Men home.*

When you carry your men home, in order to loſe no point, you are to carry the moſt diſtant man to your adverſary's bar-point, that being the firſt ſtage you are to place it on; the next ſtage is 6 points farther, *viz.* in the place where your adverſary's five men are firſt placed

out of his tables; the next ſtage is upon the ſixth point in your tables. This method is to be purſued till your men are brought home, except 2, when, by loſing a point, you may often ſave your gammon, by putting it in the power of 2 fives or 2 fours to ſave it.

VII. If you play to win a hit only, you are to endeavour to gain either your own or your adverſary's cinque-point, and if that fails by your being hit by your adverſary, and you find that he is forwarder than you, in that caſe you muſt throw more men into his tables. The manner of doing it is thus: put a man upon your cinque or bar-point, and if your adverſary neglects to hit it, you may then gain a forward game, inſtead of a back game; but if he hits you, you muſt play for a back game, and then the greater number of men which are taken up, make your game the better, becauſe you will, by that means, preſerve your game at home; and you muſt then always endeavour to gain both your adverſary's ace and trois-points, or his ace and deuce-points, and takes care to keep three men upon his ace-point, that if you chance to hit him from thence, that point may remain ſtill ſecure to you.

VIII. At the beginning of a ſet do not play for a back game, becauſe by ſo doing you would play to a great diſadvantage, running the riſque of a gammon to win a ſingle hit.

Directions for playing, at ſetting out, the 36 Chances of the Dice, when you are to play for a Gammon, or for ſingle hit.

I. TWO aces, to be played on your cinque-point and bar-point, for a gammon or for a hit.

II. Two ſixes, to be played on your adverſary's bar-point, and on your own barr-point, for a gammon, or for a hit.

III. *Two trois, two to be played on your cinque-point, and the other two on your trois-point in your own tables, for a gammon only.

IV. †Two deuces, to be played on your quatre-point in your own tables, and two to be brought over from the five men placed in your adverſary's tables, for a gammon only.

V. ‡Two fours, to be brought over from the five men placed in your adverſary's tables, and to be put upon the cinque-point in your own tables, for a gammon only

VI. Two fives, to be brought over from the five men placed in your adverſary's tables, and to be put upon the trois-point in your own tables, for a gammon, or for a hit.

VII. Size-ace, you are to take your bar-point, for a gammon, or for a hit.

VIII. Size-deuce, a man to be brought from the five men placed in your adverſary's tables, and to be placed on the cinque-point in your own tables, for a gammon, or for a hit.

IX. Six and three, a man to be brought from your adverſary's ace point, as far as he will go, for a gammon, or for a hit.

X. Six and four, a man to be brought from your adverſary's ace point, as far as he will go, for a gammon, or for hit.

XI. Six and five, a man to be carried from your adv'ery's ace-point, as far as he can go, for a gammon, or for a hit.

XII. Cinque and quatre, a man to be carried from your adverſary's ace-point, as far as he can go, for a gammon, or for a hit.

XIII. Cinque-trois, to make the trois-point in your tables, for gammon, or for a hit.

XIV. Cinque-deuce, to play two men from the five placed in your adverſary's tables, for a gammon, or for a hit.

XV. *Cinque-ace, to bring one man from the five placed in your adverſary's tables for the cinque, and to play one man down on the cinque-point in your own tables for the ace, for a gammon only.

XVI. Quatre-trois, two men to be brought from the five placed in your adverſary's tables, for a gammon, or for a hit.

XVII. Quatre-deuce, to make the quatre-point in your own tables, for a gammon, or for a hit.

XVIII. †Quatre-ace, to play a man from the five placed in your adverſary's tables for the quatre, and for the ace to play a man down upon the cinque-point in your own tables, for a gammon only.

XIX. Trois-deuce, two men to be brought from the five placed in your adverſary's tables, for a gammon only.

XX. Trois-ace, to make the cinque point in your own tables, for a gammon, or for a hit.

XXI. * Deuce-ace, to play one man from the five men placed in your adverſary's tables for the deuce; and for the ace, to play a man down upon the cinque-point in your own tables, for a gammon only.

Directions how to play the Chances that are marked thus (*) for a Hit only.

I. *TWO trois, two of them are to be played on your cinque-point in your own tables, and with the other two you are to take the quatre-point in your adverſary's table.

II. †Two deuces, two of them are to be played on your quatre-point in your own tables, and with the other two you are to take the trois-point in your adverſary's tables.

The two foregoing caſes are to played in this manner, for this reaſon, *viz.* that thereby you avoid being ſhut up in your adverſary's tables, and have the chance of throwing high doublets, to win the hit.

III. *Two fours, two of them are to take your adverſary's cinque-point in his tables; and for the other two, two men are to be brought from the five placed in your adverſary's tables.

IV. *1. Cinque-ace, play the cinque from the five men placed in your adverſary's tables, and play the ace from your adverſary's ace-point.

V. *2. Quatre-ace, play the quatre from the five men placed in your adverſary's tables, and play the ace from the men on your adverſary's ace-point.

VI. *3. Deuce-ace, play the deuce from the five men placed in your adverſary's tables, and play the ace from your adverſary's ace-point.

N. B. The three laſt chances are played in this manner, for the following reaſon: By laying an ace down in your adverſary's tables, you have a probability of throwing deuce-ace, trois-deuce, quatre-trois, or ſize-cinque, in two or three throws; in any of which caſes you are to take a point, which gives you vaſtly the better of the hit.

You may obſerve by the directions given in this chapter, that you are to play nine chances out of the thirty-ſix in a different manner, for a ſingle hit, to what you would do when playing for a gammon.

Some Obſervations, Hints, and Cautions.

I. BY the directions given to play for a gammon, you are voluntarily to make ſome blots, the odds being in your favour, that they are not hit; but ſhould it ſo happen, that any blot is hit, as in this caſe, you will have three men in your adverſary's tables, you muſt then endeavour to ſecure your adverſary's cinque,

quatre, or trois-point, to prevent a gammon, and muſt be very cautious how you ſuffer your adverſary to take up a fourth man.

II. Take care not to crowd your game at any time, if poſſible. What is meant by crowding a game, is the putting many men either upon your trois or deuce-point in your own tables; which is, in effect, loſing of thoſe men by not having them in play.

Beſides, by crowding your game, to attempt to ſave a gammon, you are often gammoned; becauſe when your adverſary finds your game open, by being crowded in your own tables, he may then play his game as he thinks fit.

III. By Recourſe had to the calculations, you may know, what are the odds of your entering a ſingle man upon any certain number of points, and by that means you may play your game accordingly.

IV. If you are obliged to leave a blot, by recourſe being had to the calculations for hitting it, you will find the chances for and againſt you: and conſequently you will be enabled to judge how to play your game to the greateſt advantage.

V. You will alſo find by the calculations, the odds for and againſt you, upon being hit by double dice, and conſequently you will have it in your power to chuſe ſuch a method of play as is moſt to your advantage.

VI. If it is neceſſary to make a run, in order to win a hit, and you would know to a point which is forwardeſt, your adverſary or you, take the following method:

Begin with reckoning how many points you muſt have to bring home to your ſize-point in your own tables the man that is at the greateſt diſtance from it, and do the like by every other man that is abroad; when the numbers of thoſe abſentees are ſummed up,

add to them the following numbers for thoſe already on your own tables (ſuppoſing the men that were abroad as on your ſize-point for bearing), namely, ſix for every man on the ſize-point, five for every man on the cinque-point, four for every man on the quatre-point, three for every man on the trois-point, two for every man on the deuce-point, and one for every man on your ace point. Do the like to your adverſary's game, and then you will know which of you is forwardeſt, and likelieſt to win the hit.

Obſervations and Directions for a Learner to Bear his Men.

I. IF your adverſary is greatly before you, never play a man from your quatre, trois, or deuce-points, in order to bear that man from the point where you put it, becauſe that nothing but high doublets can give you any chance for the hit: therefore inſtead of playing an ace or a deuce from any of the aforeſaid points, always play them from your ſize or higheſt point; by which means you will find, that throwing two fives, or two fours, will, upon having eaſed your ſize and cinque-points, be of great advantage to you: whereas had your ſize-point remained loaded, you muſt, perhaps, be obliged to play at length thoſe fives and fours.

II. Whenever you have taken up two of your adverſary's men, and that you happen to have two, three, or more points made in your own tables, never fail ſpreading your men, in order either to take a new point in your tables, or to be ready to hit the man your adverſary may happen to enter. As ſoon as he enters one of his men, you are to compare his game with yours; and if you find your game equal to his, or better, never fail taking his man up if you can, becauſe it is 25 to 11 againſt his hitting you; which chance being ſo much in

your favour, you ought always to run that risk, when you have already two of his men up.

There is this exception to this rule; that if you play for a single hit only, and that your playing that throw otherwise gives you a better chance for the hit, you ought not to take up that man.

III. Never be deterred from taking up any one man of your adversary's by the apprehension of his hitting you with double dice, because the fairest probability your adversary has of hitting you, is 5 to 1 against him.

IV. If you should happen to have five points in your tables, and to have taken up one of your adversary's men, and are obliged to leave a blot out of your tables, take care, if it is in your power, rather to leave it upon doublets, than any other chance, because doublets are 35 to 1 against his hitting you, and any other chance is but 17 to 1 against him.

V. Two of your adversary's men in your tables are better for a hit, than any greater number, provided your game is forwardest; because his having three or more men in your tables, gives him more chances to hit you, than if he had only two men in them.

VI. If you are to leave a blot upon your entering of a man upon your adversary's tables, or otherwise, and have it in your choice to leave it upon what point you please, always chuse that which is the most disadvantageous to him. To illustrate this by an example; let us suppose it is his interest to hit you or take you up as soon as you enter; in that case you are to leave the blot upon his lowest point; that is to say, upon his deuce-point, rather than upon his trois-point, or upon his trois-point preferably to his quatre-point; or upon his quatre-point preferably to his cinque-point; because (as has been mentioned before) all the men your adversary plays upon his trois or his deuce-points are deemed as lost, being in a great measure out of play, those men not having it

in their power to make his cinque-point, and conſequently his game will be crouded there and open elſewhere, whereby you will be able alſo much to annoy him.

VII. To prevent your adverſary from bearing his men to the greateſt advantage, when you are running to ſave your gammon; as for inſtance, ſuppoſe you ſhould have two men upon his ace-point, and ſeveral other men abroad, though you ſhould loſe one point or two in putting your men into your tables, yet it is your intereſt to leave a man upon your adverſary's ace-point; which will have this conſequence, that it will prevent his bearing his men to his greateſt advantage, and will alſo give you the chance of his making a blot, which you may chance to hit. But if upon a calculation, you find that you have a throw, or a probability of ſaving your gammon, never wait for a blot, becauſe the odds are greatly againſt hitting it.

Caſes, put by way of Example, to ſhew how to calculate the Odds of ſaving or winning a Gammon.

I. SUPPOSE your tables are made up, and that you have taken up one of your adverſary's men; and ſuppoſe your adverſary has ſo many men abroad as require three throws to put them in his tables:

Quere. Whether you have the better of a gammon or not?

Anſ. It is about an equal wager that you gammon him.

Becauſe, in all probability, you will have bore two men before you open your tables, and when you bear the third man, you will be obliged to open your ſize or cinque-point; in that caſe it is probable, that your adverſary muſt take two throws before he enters his man in your tables, and two throws more before he puts that man into his own tables, and three throws more to put into his own tables the men which he has abroad, which

in all make ſeven throws: and as you have twelve men to bear, theſe probably will take ſeven throws in bearing, becauſe you may twice be obliged to make an ace, or a deuce, before you can bear all your men.

N. B. No mention is made of doublets of either ſide, that event being equal to each party.

The foregoing caſe being duly attended to, ſhews it is in your power to calculate very nearly the odds of ſaving or winning a gammon upon moſt occaſions.

II. Suppoſe I have three men upon my adverſary's ace-point, and five points in my tables, and that my adverſary has all his men in his tables, three upon each of his five higheſt points:

Quere. Whether the probability is for his gammoning me, or not?

Anſwer.		*Points.*
For his bearing 3 men from his 6 point,	is	18
from his 5 point,	—	15
from his 4 point,	—	12
from his 3 point,	—	9
from his 2 point,	—	6
Total		60
To bring my three men from my adverſary's ace-point, to my ſize-point in my tables, being for each 18 points, make in all		54
The remainder is		6

And as, beſides the ſix points in your favour, there is a further conſideration to be added for you, which is, that your adverſary may make one or two blots in bearing, as is frequently the caſe, you ſee by this calculation, that you have greatly the better of the probability of ſaving your gammon.

N. B. This caſe is ſuppoſed upon an equality of throwing.

III. Suppoſe I leave two blots, either of which cannot he hit but by two double dice: to hit the one, that caſt muſt be eight, and to hit the other it muſt be nine; by which means my adverſary has only one die to hit either of them:

Quere. What are the odds of his hitting either of theſe blots?

Anſ. The chances on two dice are in all 36

The chances to hit 8 are,	6 and 2 twice,	2
	5 and 3 twice,	2
	2 deuces,	1
	2 fours,	1
The chances to hit 9 are,	6 and 3 twice,	2
	5 and 4 twice,	2
	2 trois,	1
	Total chances for hitting,	11
	Remain chances for not hitting,	25

So that it is 25 to 11 that he will not hit either of thoſe blots.

IV. To give another example, let us ſuppoſe that I leave two other blots than the former, which cannot be hit but by double dice, the one muſt be hit by eight, and the other by ſeven:

Quere. What are the odds of my adverſary's hitting either of theſe blots?

Anſ. The chances on two dice are in all, 36

The chances to hit 8 are,	6 and 2 twice,	2
	5 and 3 twice,	2
	two fours,	1
	two deuces,	1
The chances to hit 7 are,	6 and 1 twice,	2
	5 and 2 twice,	2
	4 and 3 twice,	2
	Total chances for hitting,	12
	Remain chances for not hitting,	24

Therefore it is two to one that I am not hit.

The like method is to be taken with three, four, or five blots upon double dice; or with blots made upon double and ſingle dice at the ſame time; you are then only to find out (by the table of 36 chances) how many there are to hit any of thoſe blots, and add all together in one ſum, which ſubtract from the number 36, which is the whole of the chances upon two dice: ſo doing reſolves any queſtion required.

V. The following caſes are to ſhew a way of calculating, which may be called a mechanical way of ſolving of queſtions of the like nature.

I would know what are the odds of throwing 7 twice, before 10 once?

Anſ. It is 5 to 4 that 10 is thrown once before 7 is thrown twice, which is demonſtrated as follows:

Suppoſe the ſtake depending is nine pounds, my firſt throw entitles me to have one third part of that money, becauſe 7 has ſix chances for it, and 10 has but three chances, and therefore it is two to one.

	l.	*s.*	*d.*
For the firſt throw, ———	3	0	0
Having taken 3*l.* out of the 9*l.* for the firſt throw, the remainder is 6*l.* out of which a third part is to be taken for the ſecond throw ———	2	0	0
The total is,	5	0	0
Remains,	4	0	0
The whole ſtake is	9	0	0

VI. I would know what are the odds of entering a man upon any certain point in two throws?

Anſ. Suppoſe 36 ſhillings is the whole ſtake depending, I would know what is my ſhare of that ſtake, hav-

ing laid 18 ſhillings that I enter in two throws? by the calculations in the table of 36 chances, it is found that I have 11 chances out of the 36 for entering the firſt throw, for which therefore I am entitled to 11 out of the 36 ſhillings.

	s.	*d.*
The ſtake is,	36	0
For the firſt throw,	11	0
Remains,	25	0
The remainder being 25 ſhillings, is to be divided into 36 equal parts, of which I am entitled to eleven of thoſe parts, which make, 7*s.* 7½*d.* for the ſecond throw,	7	7 ½
Adding this to the other 11 ſhillings, makes my ſhare of the ſtake to be	18	7 ½
Then my adverſary's ſhare will be,	17	4 ½
Total of the ſtake	36	0 0

Therefore it is very nearly 15 to 14 in favour of entering a man upon any certain point in two throws.

Critical Caſe for a Back-Game.

I. LET us ſuppoſe A plays the fore-game, and that all his men are placed in the uſual manner.

For B's game let us ſuppoſe, that 14 of his men are placed upon his adverſary's ace-point, and 1 man upon his adverſary's deuce-point, and that B is to throw:

Quere. Which game is liklieſt to win the hit?

Anſ. A's is the beſt by gold to ſilver, or 21 *for*, to 20 *againſt*; becauſe, if B miſſes an ace to take his adverſary's deuce-point, which is 25 to 11 againſt him, A is in that caſe to take up B's men in his tables, either

ſingly, or to make points; and if B ſecures either A's deuce or trois-point, in that caſe, A is to lay as many men down as poſſible, in order to be hit, that thereby he may get a back-game.

When you are pretty well verſed in the game of back-gammon, by practiſing this back-game, you will become a greater proficient in the game than by any other method, becauſe it clearly demonſtrates the whole power of the back-game.

II. *Back-game.* Let us ſuppoſe A to have five men placed upon his ſize-point, five men upon his quatre-point, and five men upon his deuce-point, all in his own tables:

And let us ſuppoſe B to have 3 men placed upon A's ace-point, 3 men upon A's trois-point, and 3 men upon A's cinque-point; let B alſo have 3 men upon his ſize-point in his own tables, and 3 men placed out of his tables, in the uſual manner.

Quere. Who has the better of the hit?

Anſ. It is an equal game; but to play it critically, the difficulty lies upon B, who is, in the firſt place, to endeavour to gain his cinque and quatre-points in his own tables; and when that is effected, he is to play two men from A's cinque-point, in order to oblige his adverſary to blot, by throwing an ace, which if B hits, he will have the faireſt probability of winning the hit.

III. *Back-game.* Suppoſe A has 3 men upon B's ace-point, and 3 men upon B's deuce-point, alſo 3 men upon his ſize-point in his own tables, and 3 men upon his uſual point out of his tables, and 3 men where his 5 men are uſually placed in his adverſary's tables:

And let us ſuppoſe B has his men placed in the ſame manner, both in his own and his adverſary's tables, with this difference only, *viz.* inſtead of having three men put upon A's deuce-point, let them have three men upon A's trois-point:

Quere. Who has the beſt of the hit?

Anſ. A; becauſe the ace and trois-points are not ſo good for a hit, as the ace and deuce-points in your adverſary's tables, for this reaſon; becauſe, when you are bearing your men, you have the deuce-point in your own tables to play your men upon, which often prevents your making a blot, which muſt happen otherwiſe to your adverſary; and take care to lay down men to be hit as often as you can, in order to keep your game backward; and for the ſame reaſon, avoid hitting any blots which your adverſary makes.

IV. *Caſes of Curioſity and Inſtruction.*

Let us ſuppoſe A has his 15 men upon B's ace-point, B is ſuppoſed to have his bar-point, alſo his ſize, cinque, quatre, and trois-points in his own tables:

Quere. How many throws is A likely to take to bring his 15 men into his own tables, and to bear them?

Anſ. You may undertake to do it in ſeventy-five throws.

It is odds in A's favour that he throws an ace in two throws; it is alſo odds in A's favour that he throws a ſix in two throws; when theſe events happen, A has a probability of not wanting above two or three throws to play till he has got all his fifteen men into his own tables: therefore by a former rule laid down to bring your men home, and alſo for bearing your men, you may be able to find out the probability of the number of throws required. *Note*, B ſtands ſtill, and does not play.

V. Where A and B ſhall play as faſt as uſual, and yet B ſhall make the hit laſt, probably, for many hours.

We will ſuppoſe B to have bore 13 men, and that A has taken up the two remaining men.

And let us ſuppoſe that A has 15 men in B's tables, *viz.* three men upon his ſize-point, three upon his cinque-point, three upon his quatre-point, three upon

his trois-point, two upon his deuce point, and one upon his ace-point.

The method which A is to take, is this: let him bring his 15 men home, by always ſecuring ſix cloſe points, till B has entered his two men, and brought them upon any certain point; as ſoon as B has gained that point, A muſt open an ace, deuce, or trois, or all three; which effected, B hits one of them, and A, taking care to have two or three men in B's tables, is is ready to hit that man; and alſo, he being aſſured of taking up the other man, has it in his power to prolong the hit to almoſt any length, provided he takes care not to open ſuch points as two fours, two fives, or two ſixes, but always to open the ace, deuce, or trois-points, for B to hit him.

VI. I would know what are the odds upon two dice, for throwing two ſixes, two fives, or two fours, in three throws? which, by mechanical calculation, may be found thus:

	s.	*d.*
Anſ. Suppoſing 36 ſhillings to be the ſtake depending, the thrower will be entitled to have for his firſt throw	3	0
Which deducted out of 36, remains 33; which divided again into 36 parts, make ſo many eleven pences, out of which the thrower is to have 3 for his ſecond throw	2	9
The remainder, 30 ſhillings and 3 pence, is again to be divided into 36 parts; dividing the 30 ſhillings ſo, make ſo many ten pences, and the 3 pence divided into ſo many parts, make ſo many thirds of farthings, of which the thrower is to have 3 parts for his ſhare for his third throw	2	$6\frac{1}{4}$
Total for the thrower,	8	$3\frac{1}{4}$

So that it is 27*s.* 8*d.* $\frac{3}{4}$ to 8*s.* 3*d.* $\frac{1}{4}$ againſt the thrower; which, reduced into the ſmalleſt number, is very nearly as 10 to 3, that two ſixes, two fives, or two fours, are not thrown in two throws.

VII. *Back-game.* Suppoſe A to have 2 men upon his ſize-point in his own tables, 3 men upon his uſual point out of his tables, 2 men upon the point where his 5 men are uſually placed in his adverſary's tables, 5 men upon his adverſary's ace-point, and 3 men upon his adverſary's quatre-point.

And let us ſuppoſe B to have 2 men upon his ſize-point in his own tables, 3 men upon his uſual point out of his tables, 2 men upon the point where his 5 men are uſually placed in his adverſary's tables, 5 men upon his adverſary's ace-point, and 3 men upon his adverſary's trois-point.

Quere. Who has the faireſt chance to win the hit?

Anſ. A has, becauſe he is to play either an ace or a deuce, from his adverſary's ace point, in order to make both theſe points as occaſion offers; and having the quatre-point in his adverſary's tables, he may more eaſily bring thoſe men away, if he finds it neceſſary, and he will alſo have a reſting place by the conveniency of that point, which at all times in the game will give him an opportunity of running for the hit, or ſtaying, if he thinks proper. Whereas B cannot ſo readily come from the trois-point in his adverſary's tables.

I. Let us ſuppoſe A and B place their men in the following manner for a hit:

Suppoſe A to have 3 men upon his ſize-point in his own tables, 3 men upon his uſual point out of his tables, and 9 men upon his adverſary's ace, deuce, and trois-points, 3 men to be placed upon each point; and ſuppoſe B's men to be placed in his own, and in his adverſary's tables, in the ſame order and manner.

The reſult is, that the beſt player ought to win the hit; and the dice are to be thrown for, the ſituation being perfectly equal in A's and B's game.

If A throws firſt, let him endeavour to gain his adverſary's cinque-point; when that is effected, let him lay as many blots as poſſible, to tempt B to hit him; for every time that B hits them will be in A's favour, becauſe it puts him backward; and let A take up none of B's men for the ſame reaſon.

A is always to endeavour to take care to have three men upon each of his adverſary's ace and deuce-points; becauſe when B makes a blot, theſe points will remain ſecure, and by recourſe had to a former caſe (Numb. V. p. 188.) when A has bore 5, 6, or more men, yet A may ſecure 6 cloſe points out of his tables, in order to prevent B from getting his man home: and by recourſe had to the calculations, he may eaſily find out (in caſe he makes up his tables) who has the better of the hit; and if he finds that B is the forwardeſt, he is then to endeavour to lay ſuch blots, to be taken up by his adverſary, as may give him a chance for taking up another man, in caſe B ſhould happen to have a blot at home.

Thoſe who play the foregoing game well, may be ranked in the firſt claſs.

II. *A Caſe of Curioſity.* A and B play at back-gammon; A has borne 13 men, and has 2 men to bear upon his deuce-point; B has 13 men in his own tables, with two men to enter. B is to throw, and to name the throws both for himſelf and A, but not to hit a blot of either ſide.

Quere. What throw is B to name for both parties, in order to ſave his gammon.

Anſ. B calls for himſelf two aces, which enters his 2 men upon A's ace point. B alſo calls 2 aces for A, and conſequently A cannot either bear a man, nor play one; then B calls for 2 ſixes for himſelf, and carries one

man home upon his ſize-point in his own tables, and the other he places upon his adverſary's bar-point: B alſo calls ſize-ace for A, ſo that A has one man left to bear, and then B calls for himſelf either 2 ſixes, 2 fives, or 2 fours, any of which bear a man, in caſe he has men in his tables upon thoſe points, and to ſave his gammon.

III. The following queſtion is to be attended to, as being critical and inſtructive.

Suppoſe that both yours and your adverſary's tables are made up.

Alſo that you have 1 man to carry home, but that he has two men on your bar-point to carry home, which lie in wait to catch your man, and that if you paſs him you are to win the hit: ſuppoſe alſo that you have it in your choice to run the riſk of being hit, by 7 or by 8, both of which are chances upon double dice:

Quere. Which of theſe chances is it beſt for you to venture?

Anſ. That of 7, for the following reaſons:

Firſt. Becauſe that the chances of being hit by 7 or 8, are equal.

Secondly. If he does not hit 7, you will then have in your favour 23 chances to 13, that by your next throw you either hit him or paſs beyond him.

Thirdly. In caſe your ſecond throw ſhould happen to be under 7, and that conſequently you cannot hit him, yet you may play that caſt at home, and conſequently leave the blot upon double dice.

Whereas if, on the contrary, you had made choice of leaving the blot upon 8, you would have made a bad choice, for the reaſons following:

Firſt. Becauſe the chances of being hit by 7 or by 8, are only equal.

Secondly. Becauſe, if you ſhould eſcape the being hit by 8, yet you would then have but 17 chances in your

favour, againſt 19, for either hitting him, or paſſing beyond him by your next throw.

Thirdly. In caſe your ſecond throw ſhould happen to be ſize-ace, which is ſhort of him, you would then be obliged to play the man that is out of your tables, not being able to play the ſix at home, and conſequently to leave a blot to be hit by a ſingle (or flat) die; which event, upon ſuppoſition that you play for 18 ſhillings a game, would entitle him to 11 ſhillings of the whole ſtake depending.

THE LAWS OF BACK-GAMMON.

1*ſt.* IF you take a man from any point, that man muſt be played; the ſame muſt be done if two men are taken from it.

2*d.* You are not underſtood to have played any man, till you have placed him upon a point, and quitted him.

3*d.* If you play with 14 men only, there is no penalty attending it, becauſe by playing with a leſſer number than you are entitled to, you play to a diſadvantage, by not having the additional man to make up your tables.

4*th.* If you bear any number of men before you entered a man taken up, and which conſequently you was obliged to enter, ſuch men, ſo borne, muſt be entered again in your adverſary's tables, as well as the men taken up.

5*th.* If you have miſtaken your throw, and played it, and if your adverſary has thrown, it is not in your or his choice to alter it, unleſs both parties agree to it.

Mr. PAYNE's GAME of DRAUGHTS.

INTRODUCTION.

I. THE draught table muſt be placed with an upper white corner towards the right hand.

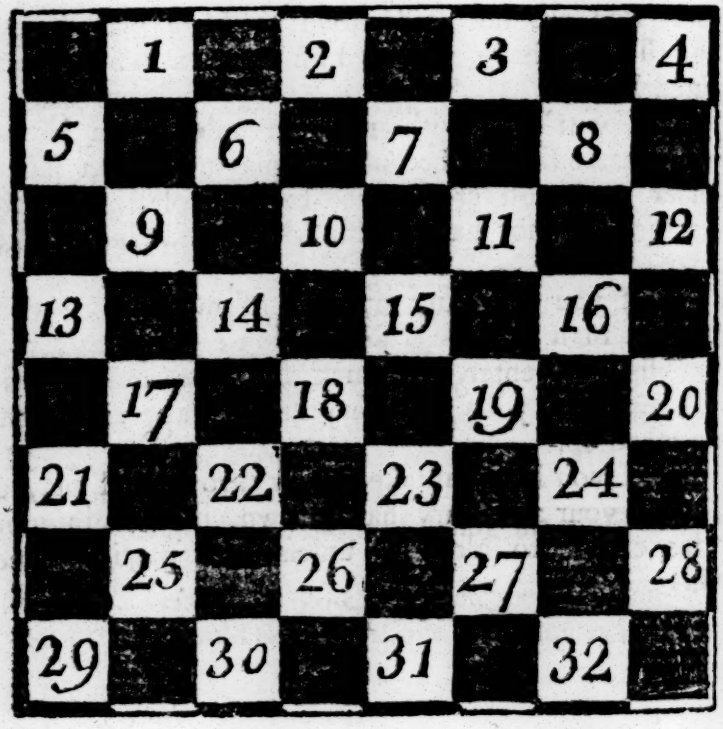
II. The table being properly placed, I number the white ſquares in order from 1 to 32.

III. The black pieces are placed upon the firſt twelve ſquares in all the following games.

IV. The letters N, C, F, T, at the head of each game, ſtand for *number*, *colour*, *from*, *to*.

V. For the playing of any move required, the numbers may be wrote upon the board itſelf, near a corner of each ſquare, ſo as to be eaſily ſeen when the men are placed. Or a table may be drawn upon paper or card, and the ſquares numbered as in the following figure, and ſuch a table will be a ready guide to any move directed.

DRAUGHT TABLE.



GAME I.

N	C	F T	N	C	F T	N	C	F T
1	B	11,15	19	B	11,25	37	B	14,18
2	W	22,18	20	W	32,27	38	W	16,11
3	B	15,22	21	B	5,14	39	B	7,16
4	W	25,18	22	W	27,23	40	W	20,11
5	B	8,11	23	B	6,10	41	B	18,23
6	W	29,25	24	W	16,12	42	W	11, 8
7	B	4, 8	25	B	8,11	43	B	23,27
8	W	25,22	26	W	28,24	44	W	8, 4
9	B	12,16	27	B	25,29	45	B	27,31
10	W	24,20	28	W	30,25	46	W	4, 8
11	B	10,15	29	B	29,22	47	B	31,27
12	W	27,24	30	W	26,17	48	W	24,20
*								
13	B	16,19	31	B	11,15	49	B	27,23
14	W	23,16	32	W	20,16	50	W	8,11
15	B	15,19	33	B	15,18	51	B	23,18
16	W	24,15	34	W	24,20	52	W	11, 8
17	B	9,14	35	B	18,27	53	B	18,15
18	W	18,9	36	W	31,24	&c.	W	loſes.

* 12 White loſes the Game by this move.

GAME II.

N	C	F T	N	C	F T	N	C	F T
1	B	11,15	19	B	5,14	37	B	10,17
2	W	22,18	20	W	24,19	38	W	21,14
3	B	15,22	21	B	15,24	39	B	30,25
4	W	25,18	22	W	28,19	40	W	14, 9
5	B	8,11	23	B	14,17	41	B	11,15
6	W	29,25	24	W	32,27	42	W	9, 6
7	B	4, 8	25	B	10,14	43	B	2, 9
8	W	25,22	26	W	27,24	44	W	13, 6
9	B	12,16	27	B	3, 7	45	B	15,18
10	W	24,20	28	W	30,25	46	W	6, 2
11	B	10,15	29	B	6, 9	47	B	7,10
12	W	21,17	30	W	13, 6	48	W	2, 6
13	B	7,10	31	B	1,10	49	B	10,14
14	W	27,24	32	W	22,13	50	W	6, 9
15	B	8,12	33	B	14,18	51	B	25,21
16	W	17,13	34	W	23,14	52	W	31,26
17	B	9,14	35	B	16,30	53	B	14,17
18	W	18, 9	36	W	25,21	&c.		drawn.

GAME III.

N	C	F T	N	C	F T	N	C	F T
1	B	11,15	19	B	16,23	37	B	12,19
2	W	22,18	20	W	26,10	38	W	24, 8
3	B	15,22	21	B	14,23	39	B	3,12
4	W	25,18	22	W	27,18	40	W	13, 9
5	B	8,11	23	B	6,15	41	B	14,18
6	W	29,25	24	W	13, 6	42	W	28,24
7	B	4, 8	25	B	1,10	43	B	18,23
8	W	25,22	26	W	31,26	44	W	24,19
9	B	10,15	27	B	5, 9	45	B	23,27
10	W	24,20	28	W	26,23	46	W	19,15
11	B	12,16	29	B	9,13	47	B	27,32
12	W	21,17	30	W	23,19	48	W	15,11
13	B	7,10	31	B	13,17	49	B	32,27
14	W	17,13	32	W	22,13	50	W	9, 5
15	B	8,12	33	B	5,22	51	B	27,23
16	W	28,24	34	W	32,28	52	W	5, 1
17	B	10,14	35	B	10,14	53	B	22,26
18	W	23,19	36	W	19,16	&c.		drawn.

GAME IV.

N	C	F T	N	C	F T	N	C	F T
1	W	22,18	19	W	25,22	37	W	32,23
2	B	11,15	20	B	16,20	38	B	6,10
3	W	18,11	21	W	19,16	39	W	13, 6
4	B	8,15	22	B	20,27	40	B	2, 9
5	W	21,17	23	W	31,24	41	W	17,13
6	B	4, 8	24	B	12,19	42	B	9,14
7	W	17,13	25	W	23,16	&c.		drawn.
8	B	8,11	26	B	10,14			
9	W	25,22	27	W	17,10			
10	B	9,14	28	B	7,14			
11	W	29,25	29	W	24,19			
12	B	5, 9	30	B	15,24			
13	W	23,19	31	W	28,19			
14	B	14,17	32	B	1, 5			
15	W	27,23	33	W	22,17			
16	B	17,21	34	B	14,18			
17	W	22,17	35	W	16, 3			
18	B	11,16	36	B	18,27			

GAME V.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	25,22		37	W	9, 5	
2	B	11,15		20	B	7,11		38	B	19,24	
3	W	18,11		21	W	24,20		39	W	5, 1	
4	B	8,15		22	B	15,24		40	B	11,16	
5	W	21,17		23	W	28,19		41	W	20,11	
6	B	4, 8		24	B	10,14		42	B	7,16	
7	W	17,13		25	W	17,10		43	W	1, 5	
8	B	8,11		26	B	6,24		44	B	16,20	
9	W	25,22		27	W	13, 6		45	W	5, 9	
10	B	9,14		28	B	1,10		46	B	24,27	
11	W	29,25		29	W	22,17		&c.		drawn.	
12	B	5, 9		30	B	24,28					
13	W	23,19		31	W	17,13					
14	B	14,17		32	B	3, 7					
15	W	27,23		33	W	13, 9					
16	B	17,21		34	B	16,19					
17	W	22,17		35	W	23,16					
18	B	11,16		36	B	12,19					

GAME VI.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22,18		19	W	24,19		37	W	27,23	
2	B	11,15		20	B	15,24		38	B	16,20	
3	W	18,11		21	W	28,19		39	W	31,27	
4	B	8,15		22	B	6,10		40	B	6, 9	
5	W	25,22		23	W	22,17		41	W	18,15	
6	B	4, 8		24	B	13,22		42	B	9,18	
7	W	29,25		25	W	26,17		43	W	23,14	
8	B	8,11		26	B	11,15		44	B	12,16	
9	W	23,18		27	W	32,28		45	W	19,12	
10	B	9,13		28	B	15,24		46	B	10,19	
11	W	18,14		29	W	28,19		47	W	12, 8	
12	B	10,17		30	B	1, 6		&c.		drawn.	
13	W	21,14		31	W	30,26					
14	B	6,10		32	B	3, 8					
15	W	25,21		33	W	26,23					
16	B	10,17		34	B	8,11					
17	W	21,24		35	W	23,18					
18	B	2, 6		36	B	11,16					

GAME VII.

N	C	F T	N	C	F T	N	C	F T
1	W	22,18	19	W	23,18	37	W	29,22
2	B	11,15	20	B	11,16	38	B	14,18
3	W	18,11	21	W	27,23	39	W	23,14
4	B	8,15	22	B	16,20	40	B	6,10
5	W	21,17	23	W	32,27	41	W	15, 6
6	B	4, 8	24	B	10,14	42	B	2,25
7	W	17,13	25	W	17,10	43	W	19,15
8	B	8,11	26	B	7,14	44	B	25,30
9	W	23,19	27	W	18, 9	45	W	27,23
10	B	9,14	28	B	5,14	46	B	20,27
11	W	25,21	29	W	13, 9	47	W	31,24
12	B	14,18	30	B	6,13	48	B	30,26
13	W	26,23	31	W	19,15	49	W	23,18
14	B	18,22	32	B	1, 6	50	B	26,22
15	W	30,26	33	W	24,19	51	W	18,14
16	B	15,18	34	B	3, 7	52	B	12,16
17	W	26,17	35	W	28,24	53	W	15,11
18	B	18,22	36	B	22,25	&c.		drawn.

GAME VIII.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22	18	19	W	27	18				
2	B	11	15	20	B	7	16				
3	W	18	11	21	W	24	20				
4	B	8	15	22	B	16	19				
5	W	21	17	23	W	18	15				
6	B	4	8	24	B	19	23				
7	W	23	19	25	W	15	11				
8	B	8	11	26	B	10	14				
9	W	17	13	27	W	11	8				
10	B	9	14	28	B	22	26				
11	W	25	21	29	W	31	22				
12	B	14	18	30	B	14	17				
13	W	26	23	31	W	21	14				
14	B	18	22	32	B	6	9				
15	W	23	18	33	W	13	6				
16	B	11	16	34	B	1	26				
17	W	18	11	35	W	8	4				
18	B	16	23	&c.		drawn.					

GAME IX.

N	C	F T	N	C	F T	N	C	F T
1	W	22,17	19	W	30,26			
2	B	11,15	20	B	6, 9			
3	W	25,22	21	W	19,15			
4	B	8,11	22	B	11,16			
5	W	29,25	23	W	25,21			
6	B	9,13	24	B	16,19			
			*					
7	W	17,14	25	W	23,16			
8	B	10,17	26	B	12,19			
9	W	21,14	27	W	32,28			
10	B	4, 8	28	B	1, 6			
11	W	24,19	29	W	15,11			
12	B	15,24	30	B	7,16			
13	W	28,19	31	W	14,10			
14	B	11,16	32	B	6,15			
15	W	22,18	33	W	18,11			
16	B	16,20	34	B	2, 6			
17	W	26,22	35	W	22,18			
18	B	8,11	36	B	loſes.			

* 24 Black loſes the game by this move.

GAME X.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	15,24					
2	W	22,17		20	W	28,19					
3	B	8,11		21	B	7,11					
4	W	25,22		22	W	22,18					
5	B	9,13		23	B	13,22					
6	W	23,18		24	W	18, 9					
7	B	6, 9		25	B	6,13					
8	W	27,23		26	W	25,18					
9	B	9,14		27	B	3, 8					
10	W	18, 9		28	W	18,14					
11	B	5,14		29	B	10,17					
12	W	30,25		30	W	21,14					
13	B	1, 6		31	B	11,16					
14	W	24,19		32	W	14, 9					
15	B	15,24		33	B	2, 7					
16	W	28,19		34	W	9, 6					
17	B	11,15		35	B	7,10					
18	W	32,28		&c.		drawn.					

GAME XI.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	4, 8					
2	W	22,17		20	W	24,19					
3	B	8,11		21	B	16,23					
4	W	25,22		22	W	26,19					
5	B	11,16		23	B	8,11					
6	W	23,18		24	W	31,26					
7	B	3, 8		25	B	2, 7					
8	W	18,11		26	W	26,23					
9	B	8,15		27	B	11,15					
10	W	24,19		28	W	32,28					
11	B	15,24		29	B	15,24					
12	W	27,11		30	W	28,19					
13	B	7,16		31	B	7,11					
14	W	22,18		32	W	30,26					
15	B	9,14		33	B	11,15					
16	W	18, 9		34	W	19,16					
17	B	5,14		35	B	12,19					
18	W	28,24		&c.		drawn.					

GAME XII.

N	C	F T	N	C	F T	N	C	F T
1	B	11,15	19	B	16,23	37	B	7,11
2	W	22,17	20	W	31,26	38	W	24,20
3	B	8,11	21	B	14,18	39	B	15,24
4	W	25,22	22	W	26,19	40	W	28,19
5	B	11,16	23	B	18,22	41	B	11,15
6	W	23,18	24	W	17,14	42	W	30,25
7	B	15,19	25	B	10,17	43	B	15,24
8	W	24,15	26	W	21,14	44	W	25,18
9	B	10,19	27	B	3, 7	45	B	1, 6
10	W	17,13	28	W	14, 9	46	W	5, 1
11	B	9,14	29	B	4, 8	47	B	6,13
12	W	18, 9	30	W	9, 5	&c.		drawn.
13	B	5,14	31	B	8,11			
14	W	22,17	32	W	32,27			
15	B	7,10	33	B	6,10			
16	W	27,24	34	W	27,23			
17	B	19,23	35	B	11,15			
18	W	26,19	36	W	13, 9			

GAME XIII.

N	C	F T	N	C	F T	N	C	F T
1	W	22,17	19	W	26,17			
2	B	11,15	20	B	3, 8			
3	W	25,22	21	W	32,28			
4	B	9,13	22	B	11,15			
5	W	23,18	23	W	18,11			
6	B	6, 9	24	B	8,24			
7	W	18,11	25	W	28,19			
8	B	8,15	26	B	4, 8			
9	W	27,23	27	W	17,13			
10	B	9,14	28	B	2, 6			
11	W	30,25	29	W	25,22			
12	B	5, 9	30	B	8,11			
13	W	24,19	31	W	31,26			
14	B	15,24	32	B	11,16			
15	W	28,19	33	W	22,17			
16	B	7,11	34	B	14,18			
17	W	22,18	35	W	23, 7			
18	B	13,22	&c.		drawn.			

GAME XIV.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11,15		19	B	9,13					
2	W	22,17		20	W	32,28					
3	B	8,11		21	B	1, 6					
4	W	17,13		22	W	21,17					
5	B	4, 8		23	B	14,21					
6	W	23,19		24	W	23,14					
7	B	15,18		25	B	10,26					
8	W	24,20		26	W	19, 1					
9	B	11,15		27	B	13,17					
10	W	28,24		28	W	30,23					
11	B	8,11		29	B	21,30					
12	W	26,23		30	W	1, 6					
13	B	9,14		31	B	3, 8					
14	W	31,26		32	W	6, 2					
15	B	6, 9		33	B	7,10					
16	W	13, 6		34	W	23,19					
17	B	2, 9		35	B	10,14					
18	W	26,22		&c.		drawn.					

GAME XV.

N	C	F T	N	C	F T	N	C	F T
1	B	11,15	19	B	8,22			
2	W	22,17	20	W	30,25			
3	B	15,18	21	B	9,18			
4	W	23,14	22	W	27,23			
5	B	9,18	23	B	18,27			
6	W	17,14	24	W	25,18			
7	B	10,17	25	B	5, 9			
8	W	21,14	26	W	32,23			
9	B	8,11	27	B	4, 8			
10	W	24,20	28	W	29,25			
11	B	6, 9	29	B	12,16			
12	W	26,23	30	W	19, 3			
13	B	3, 8	31	B	2, 6			
14	W	3,19	32	W	3,10			
15	B	18,22	33	B	6,29			
16	W	25,18	&c.		drawn.			
17	B	11,16						
18	W	20,11						

GAME XVI.

N	C	F T	N	C	F T	N	C	F T
1	W	22,18	19	W	21,17			
2	B	11,16	20	B	1, 6			
3	W	25,22	21	W	17,13			
4	B	10,14	22	B	3, 7			
5	W	29,25	23	W	28,24			
6	B	16,20	24	B	12,16			
7	W	24,19	25	W	26,23			
8	B	8,11	26	B	8,12			
9	W	19,15	27	W	23,19			
10	B	4, 8	28	B	16,23			
11	W	22,17	29	W	31,26			
12	B	7,10	30	B	7,10			
*								
13	W	25,22	31	W	26,19			
14	B	10,19	32	B	11,16			
15	W	17,10	33	W	18,11			
16	B	6,15	34	B	16,23			
17	W	23, 7	35	W	27,18			
18	B	2,11	&c.	B	loſes.			

* 12 Black loſes the game by this move.

GAME XVII.

N	C	F T	N	C	F T	N	C	F T
1	W	22,18	19	W	23,16	37	W	23,18
2	B	11,16	20	B	14,23	38	B	15,19
3	W	25,22	21	W	27,18	39	W	18,14
4	B	10,14	22	B	20,27	40	B	19,23
5	W	29,25	23	W	31,24	41	W	22,18
6	B	8,11	24	B	11,27	42	B	13,17
7	W	24,19	25	W	32,23	43	W	18,15
8	B	16,20	26	B	7,10	44	B	23,27
9	W	19,15	27	W	15,11	45	W	25,22
10	B	4, 8	28	B	8,15	46	B	21,30
11	W	22,17	29	W	18,11	47	W	14,10
12	B	12,16	30	B	10,15	48	B	30,26
13	W	17,10	31	W	21,17	49	W	23,19
14	B	7,14	32	B	3, 7	50	B	26,23
15	W	26,22	33	W	11, 2	51	W	19,16
16	B	2, 7	34	B	9,13	52	B	23,18
17	W	28,24	35	W	2, 9	53	W	16,11
18	B	16,19	36	B	5,21	&c.		drawn.

GAME XVIII.

N	C	F T	N	C	F T	N	C	F T
1	B	11,15	19	B	4, 8	37	B	6, 9
2	W	22,17	20	W	25,22	38	W	32,28
3	B	9,13	21	B	8,11	39	B	9,27
4	W	17,14	22	W	22,18	&c.	W	loſes.
5	B	10,17	23	B	11,16			
6	W	21,14	24	W	27,23			
7	B	8,11	25	B	16,20			
8	W	24,19	26	W	31,27			
9	B	15,24	27	B	13,17			
10	W	28,19	28	W	30,26			
11	B	11,16	29	B	1, 6			
12	W	25,21	30 *	W	18,15			
13	B	6, 9	31	B	20,14			
14	W	29,25	32	W	27,20			
15	B	9,18	33	B	7,10			
16	W	23,14	34	W	14, 7			
17	B	16,23	35	B	2,27			
18	W	26,19	36	W	21,14			

* 30 White loſes the game by this move.

GAME XIX.

N	C	F T	N	C	F T	N	C	F T
1	B	11,15	19	B	4, 8	37	B	7,11
2	W	22,17	20	W	25,22	38	W	15, 8
3	B	9,13	21	B	8,11	39	B	3,19
4	W	17,14	22	W	22,17	40	W	27,23
5	B	10,17	23	B	11,16	41	B	18,27
6	W	21,14	24	W	27,23	&c.		drawn.
7	B	8,11	25	B	16,20			
8	W	24,19	26	W	31,27			
9	B	15,24	27	B	13,17			
10	W	28,19	28	W	30,26			
11	B	11,16	29	B	1, 6			
12	W	25,21	30	W	19,16			
13	B	6, 9	31	B	12,19			
14	W	29,25	32	W	23,16			
15	B	9,18	33	B	6, 9			
16	W	23,14	34	W	18,15			
17	B	16,23	35	B	9,18			
18	W	26,19	36	W	21,14			

GAME XX.

N	C	F T	N	C	F T	N	C	F T
1	B	11,16	19	B	7,14			
2	W	22,18	20	W	32,27			
3	B	16,19	21	B	3, 7			
4	W	23,16	22	W	27,24			
5	B	12,19	23	B	7,10			
6	W	24,15	24	W	24,15			
7	B	10,19	25	B	10,19			
8	W	25,22	26	W	31,27			
9	B	9,14	27	B	8,11			
10	W	18, 9	28	W	29,25			
11	B	5,14	29	B	6,10			
12	W	22,17	30	W	27,23			
13	B	7,10	31	B	11,16			
14	W	27,24	32	W	25,22			
15	B	2, 7	33	B	10,15			
16	W	24,15	34	W	22,17			
17	B	10,19	35	B	15,18			
18	W	17,10	&c.		drawn.			

CRITICAL SITUATIONS TO DRAW GAMES.

First Situation.

ON No. 3, 4 black kings; on No. 15 a white king, and white to move.

W 15, 11 B 3, 8 W 11, 7 B 8, 12
W 7, 11 &c.

Second Situation.

No. 5 a black man, 9 a black king; 7 a white king, and white to move.

W 7, 10 B 9, 13 W 10, 14 B 13, 9
W 14, 10 &c.

Third Situation.

No. 3, 4, 12 black kings; 10, 11 white kings, and black to move.

B 3, 8 W 10, 15 B 8, 3 W 15, 19
B 12, 8 W 19, 15 &c.

Fourth Situation.

No. 13 a black man, 14, 15 black kings; 22, 23 white kings, and black to move.

B 14, 17 W 23, 26 B 15, 10 W 22, 25
B 17, 21 W 25, 22 B 10, 14 W 26, 30
B 14, 17 W 22, 18 B 17, 14 &c.

Fifth Situation.

No. 18, 19 black kings, 28 a black man; 27, 32 white kings, and white to play.

W 27, 24 B 18, 15 W 24, 20 B 15, 11
W 20, 24 B 19, 23 W 24, 20 &c.

Sixth Situation.

No. 21 a black man, 22, 23, 24 black kings; 30 a white man, 31, 32 white kings, and black to move.

B 24, 28 W 31, 27 B 23 19 W 27, 31
B 19, 24 W 32, 27 B 24 20 W 27, 32
B 22, 18 W 31, 27 B 18 15 W 27, 31
B 15, 19 W 31, 27 &c.

CRITICAL SITUATIONS TO WIN GAMES.

First Situation.

No. 21 a black man, 25 a black king; 26, 27 white kings, and either to move.

B 25, 29	W 27, 23	B 29, 25	W 23, 18
B 25, 29	W 18, 22	B 21, 25	W 26, 30

Second Situation.

No. 1, 2 black kings; 10, 11 white kings; 5 a white man, and either to play.

W 10, 14	B 2, 6	W 14, 17	B 6, 9
W 17, 13	B 9, 6	W 11, 16	B 6, 2
W 16, 19	B 2, 6	W 19, 23	B 6, 2
W 13, 9	B 1, 6	W 23, 18	B 6, 13
W 18, 14	B 13, 9	W 14, 10	*&c.*

Set the Men as before.

B 2, 6	W 11, 15	B 6, 9	W 15, 18
B 9, 6	W 10, 14	B 6, 9	W 14, 17
B 9, 13	W 18, 22	B 13, 9	W 17, 13
B 9, 6	W 22, 18	B 6, 2	W 13, 9
B 1, 6	W 18, 14	B 6, 13	W 5, 1

Third Situation.

No. 1, 2 black kings, 3 a black man; 9, 10, 11 white kings, 12 a white man, and black to play.

B 1, 5	W 9, 13	B 5, 1	W 11, 15
B 2, 6	W 10, 14	B 6, 2	W 14, 9
B 1, 6	W 9, 5	B 6, 1	W 15, 11
B 2, 6	W 11, 7	B 3, 10	W 5, 9

Fourth Situation.

No. 5 a white king, 21 a white man; 6, 10 black kings; black being to move, may win thus:

B 6, 1	W 5, 9	B 10, 15	W 9, 5
B 15, 18	W 5, 9	B 1, 5	W 9, 6
B 18, 15	W 21, 17	B 5, 1	W 6, 9
B 15, 18	W 9, 5	B 18, 22	W 17, 14
B 1, 6	W 5, 1	B 6, 2	W 14, 10
B 22, 18	W 1, 5	B 18, 14	

Place the Men as before.

B 6, 1	W 5, 9	B 10, 15	W 21, 17
B 15, 18	W 17, 13	B 18, 15	W 9, 14
B 1, 5	W 14, 17	B 15, 10	W 17, 22
B 10, 14	W 22, 25	B 5, 1	W 25, 22
B 1, 6	W 22, 25	B 6, 10	W 25, 30
B 10, 15	W 30, 25	B 15, 18	&c.

Fifth Situation.

No. 1 a white king, 30 a white man, 9, 10 black kings; and black being to play may win.

B 9, 6	W 1, 5	B 6, 1	W 5, 9
B 1, 5	W 9, 13	B 10, 14	W 13, 9
B 14, 18	W 9, 6	B 18, 15	W 30, 25
B 15, 18	W 25, 21	B 5, 1	W 6, 9
B 18, 22	W 9, 5	B 1, 6	W 5, 1
B 6, 9	W 1, 5	B 9, 14	W 5, 1
B 22, 18	W 1, 5	B 18, 15	W 5, 1
B 15, 10	W 1, 5	B 10, 6	W 5, 1
B 14, 10	W 1, 5		

Now black has the fourth situation, and must consequently win.

Sixth Situation.

No. 22, 27 white kings, 18 a white man; 5 a black king, 20, 21 black men, and white being to play may win.

W 18, 14	B 5, 1	W 14, 9	B 1, 5
W 22, 17	B 5, 14	W 17, 10	B 21, 25
W 10, 15	B 25, 30	W 15, 19	B 30, 25
W 27, 32	B 25, 22	W 19, 24	B 20, 27
W 32, 23			

Seventh Situation.

No. 6, 24 black kings; 14, 18, 23 white kings, and either to move, white may win.

W 18, 15	B 6, 1	W 14, 9	B 2, 4 28
W 23, 19	B 1, 5	W 9, 6	B 28, 32
W 19, 24	B 5, 1	W 24, 19	&c.

Eighth Situation.

No. 1, 12, 16 black men, 13 a black king; 5, 6, 10 white men, 11 a white king, and black to play.

B 13, 9 W 11, 20 B 9, 2 W 20, 24
B 12, 16 W 24, 27 B 16, 19 W 27, 32
B 19, 24 W 32, 28 B 2, 6 W 28, 19
B 6, 24

SITUATIONS FOR STROKES.

First Stroke.

ON No. 17 a black man, on No. 30 a black king; 18, 27 white kings, and white to play.

W 18, 22 B 17, 26 W 27, 31

Second Stroke.

No. 17, 27 white kings, 18 a black man; 29, 30 black kings, and white to play.

W 17, 22 B 18, 25 W 27, 23

Third Stroke.

No. 18, 19 white kings, 28 a white man; 31, 32 black kings, 20 a black man, and white to move.

W 19, 24 B 20, 27 W 18, 22

Fourth Stroke.

No. 9, 11, 21 black men, 29 a black king; 18, 24, 26, 30 white men, and white to move.

W 18, 14 B 9, 18 W 26, 22 B 18, 25
W 24, 19

Fifth Stroke.

No. 12, 21 black men, 27, 31 black kings; 20, 30 white men, 15, 18 white kings, and white to move.

W 30, 26 B 31, 22 W 18, 25 B 21, 30
W 20, 16 B 12, 19 W 15, 31

Sixth Stroke.

No. 7, 23 black kings; 9, 13 black men; 8, 21, 22 white men, 17 a white king, and white to move.

W 22, 18 B 13, 22 W 8, 3 B 23, 14
W 3, 26

Seventh Stroke.

No. 3, 13, 14 Black Men, 24 a black king; 15, 22 white kings, 19, 21 white men, and white to move.

W 21, 17 B 14, 21 W 15, 18 B 24, 15
W 18, 11

Eighth Stroke.

No. 1, 6, 9 black men, 18 a black king; 7 a white king, 13, 15 white men, and white to play.

W 15, 10 B 6, 15 W 13, 6 B 1, 10
W 7, 23

Ninth Stroke.

No. 6, 7 white kings, 9 a white man, 5 a black man, 14, 15 black kings, and white to play.

W 7, 10 B 14, 7 W 6, 2 B 5, 14
W 2, 9

Tenth Stroke.

No. 2, 6, 8, 22 black men; 15, 27, 30, 32 white men, and white to play.

W 15, 11 B 8, 15 W 30, 26 B 22, 31
W 32, 28 B 31, 24 W 28, 1

Eleventh Stroke.

No. 6, 26 white men, 22 a white king; 7, 15 black kings, 21 a black man, and white to play.

W 22, 25 B 21, 30 W 6, 2 B 30, 23
W 2, 27

Twelfth Stroke.

No. 2 a black man, 27, 31 black kings; 10 a white man, 14, 19 white kings, and white to move.

W 10, 7 B 2, 11 W 19, 15 B 11, 18
W 14, 32

Thirteenth Stroke.

No. 3, 13 black men, 25, 26 black kings; 11 a white man, 15, 16 white kings and white to move.

W 11, 7 B 3, 19 W 16, 21

Fourteenth Stroke.

No. 3 a black man, 26, 27 black kings; 11 a white man, 15, 16 white kings, and white to move.

W 11, 8 B 3, 19 W 15, 22

Fifteenth Stroke.

No. 1, 3, 5 black men, 25 a black king; 10, 14, 17 white men, 13 a white king, and white to move.

W 10, 6 B 1, 10 W 14, 7 B 3, 10
W 17, 14 B 10, 17 W 13, 29 *&c.*

Sixteenth Stroke.

No. 1, 6, 7, 10, 12, 14, 15 black men; 19, 20, 21, 22, 23, 26, 30 white men, and white to move.

W 20, 16 B 15, 24 W 22, 18 B 12, 19
W 18, 2

Seventeenth Stroke.

No. 2, 3, 16, 23 black men, 14 a black king; 1, 5 white kings, 9, 29, 31 white men, and black to move.

B 23, 27 W 31, 24 B 16, 19 W 24, 15
B 14, 10 W 15, 6 B 3, 7 W 29, 25
B 7, 10 W 25, 22 B 12, 14

Eighteenth Stroke.

No. 10, 13, 17 black men, 27 a black king; 19, 22, 26, 30, white men, and white to play.

W 26, 23 B 17, 26 W 19, 16 B 27, 18
W 30, 7

Nineteenth Stroke.

No. 1, 6, 10, 19, 20 black men; 13, 15, 27, 28, 31 white men, and white to play.

W 13, 9 B 6, 13 W 15, 6 B 1, 10
W 27, 24 B 20, 27 W 31, 6

Twentieth Stroke.

No. 1, 3, 5, 6, 7, 12, 20, 21 black men; 14, 15, 19, 23, 26, 27, 30, 32 white men, and white to play.

W 30, 25 B 21, 30 W 14, 10 B 7, 14
W 19, 16 B 12, 19 W 23, 16 B 30, 23
W 27, 2

Twenty-first Stroke.

No. 3, 6, 10, 13, 14, 17, 19 black men; 7, 20, 21, 22, 26, 30 white men, and black to move.

B 19,23	W 26,19	B 17,26	W 30,23
B 14,18	W 23,14	B 10,17	W 21,14
B 3,17			

Twenty-second Stroke.

No. 2, 7, 10, 11, 12, 13, 14, 21 black men; 9, 20, 22, 23, 26, 30, 31, 32 white men, and white to move.

W 20,16	B 11,20	W 19,15	B 10,19
W 23,16	B 12,19	W 22,17	B 13,22
W 26, 3			

Twenty-third Stroke.

No. 3, 5, 8, 10, 11, 15, 16, 22 black men, 17, 18, 20, 27, 28, 29, 31, 32 white men, and white to move.

W 31,26	B 22,31	W 18,14	B 31,24
W 14, 7	B 3,10	W 28, 3	

Twenty-fourth Stroke.

No. 5, 12, black men, 14, 29, 32 black kings; 8, 9, 30, 31 white men, 15 a white king, and white to move.

W 31,27	B 32,23	W 30,25	B 29,22
W 15,10	B 14, 7	W 8, 3	B 5,14
W 3,19			

THE LAWS OF CRICKET.

THE bail must weigh not less than five ounces and a half, nor more than five ounces and three quarters.

It cannot be changed during the game, but with consent of both parties.

The bat must not exceed four inches and one quarter in the widest part.

The stumps must be twenty-two inches, the bail six inches long.

The bowling-crease must be parallel with the stumps, three feet in length, with a return-crease.

The popping-crease must be three feet ten inches from the wickets; and the wickets must be opposite to each other, at the distance of twenty-two yards.

The party which goes from home shall have the choice of the innings and the pitching of the wickets, which shall be pitched within thirty yards of a centre fixed by the adversaries.

When the parties meet at a third place, the bowlers shall toss up for the pitching of the first wicket, and the choice of going in.

The bowler must deliver the ball with one foot behind the bowling-crease, and within the return-crease; and shall bowl four balls before he changes wickets, which he shall do but once in the same innings.

He may order the player at his wicket to stand on which side of it he pleases.

The striker is out if the bail is bowled off, or the stump bowled out of the ground:

Or if the ball, from a stroke over or under his bat, or upon his hands (but not wrists) is held before it touches the ground, though it be hugged to the body of the catcher:

Or if, in striking, both his feet are over the popping-crease, and his wicket is put down, except his bat is grounded within it:

Or if he runs out of his ground to hinder a catch:

Or if a ball is struck up, and he wilfully strikes it again:

Or if, in running a notch, the wicket is ſtruck down by a throw, or with the ball in hand, before his foot, hand, or bat, is grounded over the popping-creaſe; but if the bail is off, a ſtump muſt be ſtruck out of the ground by the ball:

Or if the ſtriker touches or takes up the ball before it has lain ſtill, unleſs at the requeſt of the oppoſite party:

Or if the ſtriker puts his leg before the wicket with a deſign to ſtop the ball, and actually prevents the ball, from hitting his wicket by it.

If the players have croſſed each other, he that runs for the wicket that is put down is out; if they are not croſſed, he that has left the wicket that is put down is out.

When the ball has been in the bowler's or wicket-keeper's hands, the ſtrikers need not keep within their ground till the umpire has called *Play;* but if the player goes out of his ground with an intent to run, before the ball is delivered, the bowler may put him out.

When the ball is ſtruck up in the running-ground between the wickets, it is lawful for the ſtrikers to hinder its being catched; but they muſt neither ſtrike at, nor touch the ball with their hands.

If the ball is ſtruck up, the ſtriker may guard his wicket either with his bat or his body.

In ſingle wicket matches, if the ſtriker moves out of his ground to ſtrike at the ball, he ſhall not be allowed a notch for ſuch ſtroke.

The wicket-keeper ſhall ſtand at a reaſonable diſtance behind the wicket, and ſhall not move till the ball is out of the bowler's hand, and ſhall not by any noiſe incommode the ſtriker; and if his hands, knees, foot, or head, be over or before the wicket, though the ball hit it, it ſhall not be out.

The umpires ſhall allow two minutes for eack man to come in, and fifteen minutes between each innings. When the umpires ſhall call *Play*, the party refuſing to play ſhall loſe the match.

They are the ſole judges of fair and unfair play, and all diſputes ſhall be determined by them.

When a ſtriker is hurt, they are to allow another to come in, and the perſon hurt ſhall have his hands in any part of that innings.

They are not to order a player out, unleſs appealed to by the adverſaries.

But if the bowler's foot is not behind the bowling-creaſe, and within the return-creaſe, when he delivers the ball, the umpire, unaſked, muſt call *No Ball.*

If the ſtrikers run a ſhort notch, the umpire muſt call *No Notch.*

BETS.

IF the notches of one player are laid againſt another, the bet depends on both innings, unleſs otherwiſe ſpecified.

If one party beats the other in one innings, the notches in the firſt innings ſhall determine the bet.

But if the other party goes in a ſecond time, then the bet muſt be determined by the numbers on the ſcore.

THE GAME OF TENNIS.

A Tennis court is uſually ninety-ſix or ninety-ſeven feet long, by thirty-three or four in breadth. A net hangs acroſs the middle, over which the ball muſt be ſtruck, to make any ſtroke good. At the entrance of a tennis-court there is a long covered paſſage before you go into the dedans, the place where ſpectators uſually are; into which, whenever a ball is played, it counts for a certain ſtroke. This long paſſage is divided into

different apartments, which are called galleries, *viz.* from the line towards the dedans, is the firſt gallery; door, ſecond gallery, and the laſt gallery: which is called the ſervice-ſide. From the dedans to the laſt gallery are the figures 1, 2, 3, 4, 5, 6, each at a yard diſtance, marking the chaces, one of the moſt eſſential parts of this game. On the other ſide of the line is the firſt gallery; door, ſecond gallery; and laſt gallery, which is called the hazard-ſide: every ball played into the laſt gallery on this ſide tells for a certain ſtroke, the ſame as into the dedans. Between the ſecond and this laſt gallery are the figures 1, 2, marking the chaces on the hazard-ſide. Over this long gallery is the pent-houſe, on which the ball is played from the ſervice-ſide to begin a ſet of tennis, and if the player fails ſtriking the ball (ſo as to rebound from the pent-houſe) over a certain line on the ſervice-ſide, it is reckoned a fault; two of them are counted for a ſtroke. If the ball paſſes round the pent-houſe, on the oppoſite ſide of the court, and falls beyond a particular deſcribed line it is called paſſe, goes for nothing; and the player is to ſerve again.

On the right-hand of the court from the dedans, a part of the wall projects more than the reſt, in order to make a variety in the ſtroke, and render it more difficult to be returned by the adverſary, and is called the tambour: the grill is the laſt thing on the right-hand, wherein if the ball is ſtruck, it is reckoned 15, or a certain ſtroke.

A ſet of tennis conſiſts of ſix games, but if what is called an advantage ſet is played, two ſucceſſive games above five games muſt be won to decide; or in caſe it ſhould be ſix games all, two games muſt ſtill be won on one ſide to conclude the ſet.

When the player gives his ſervice in order to begin the ſet, his adverſary is ſuppoſed to return the ball, wherever it falls after the firſt rebound, untouched; for

example; if at the figure 1, the chace is called at a yard, that is to ſay, at a yard from the dedans; this chace remains till a ſecond ſervice is given, and if the player on the ſervice-ſide lets the ball go after his adverſary returns it, and if the ball falls on or between any one of theſe figures, they muſt change ſides, for he will be then on the hazard-ſide to play for the firſt chace, which if he wins by ſtriking the ball ſo as to fall, after its firſt rebound, nearer to the dedans than the figure 1, without his adverſary's being able to return it from its firſt rebound, he wins a ſtroke, and then proceeds in like manner to win a ſecond ſtroke, &c. If a ball falls on a line with the firſt gallery, door, ſecond gallery, or laſt gallery, the chace is likewiſe called at ſuch or ſuch a place, naming the gallery, &c. When it is juſt put over the line, it is called a chace at the line. If the player on the ſervice-ſide returns a ball with ſuch force as to ſtrike the wall on the hazard-ſide, ſo as to rebound, after the firſt hop, over the line, it is alſo called a chace at the line.

The chaces on the hazard-ſide proceed from the ball being returned either too hard, or not hard enough; ſo that the ball, after its firſt rebound, falls on this ſide the line which deſcribes the hazard-ſide chaces, in which caſe it is a chace at 1, 2, &c. provided there is no chace depending, and according to the ſpot where it exactly falls. When they change ſides, the player in order to win this chace muſt put the ball over the line, any where, ſo that his adverſary does not return it. When there is no chace on the hazard-ſide, all balls put over the line from the ſervice-ſide, without being returned, reckon.

The game, inſtead of being marked one, two, three, four, is called for the firſt ſtroke, *fifteen*; for the ſecond, *thirty*; for the third, *forty*; and for the fourth, *Game*, unleſs the players get four ſtrokes each; then, inſtead of calling it *forty all*, it is called *Deuce*, after which, as ſoon

as any ſtroke is got, it is called *Advantage*, and in caſe the ſtrokes become equal again, *Deuce* again; till one or the other gets two ſtrokes following, to win the game.

The odds at this game are very uncertain, on account of the chances; and various methods of giving odds have been uſed to render a match equal.

A *Biſque* is the loweſt odds given (except choice of the ſides,) and is the liberty of ſcoring a ſtroke whenever the player, who receives the advantage, chooſes; for example, let a game be forty to thirty, he who is forty by taking the *Biſque*, becomes game.

Fifteen is a ſtroke given at the beginning of a game.

Half-thirty, is *Fifteen* given the firſt game, and *Thirty* the ſecond; and ſo on to the whole *Thirty*, *Forty*, *&c.*

Half-Court, is confining the player to play into the adverſary's half-court, and is of great advantage to the adverſary.

Touch no Wall, is another great advantage given to the adverſary.

Round Service, is ſerving the ball round the penthouſe.

Barring the Hazards, is not reckoning the dedans, tambour, grill, or the laſt gallery, or the hazard-ſide, &c.

The odds generally laid, making allowance for particular circumſtances, are as follow:

The firſt ſtroke being won between even players, that is, 15 love, the odds are,

Of the ſingle game	7	to	4
Thirty love	4	to	1
Forty love	8	to	1
Thirty fifteen	2	to	1
Forty fifteen	5	to	1
Forty thirty	3	to	1
The odds of a four game ſet, when the firſt game is won, are	7	to	4
When two games love	4	to	1

Three games love	8	to	1
When two games to one	2	to	1
Three games to one	5	to	1
The odds of a ſix game ſet, when the firſt games is won, are	3	to	2
When two games love	2	to	1
Three games love	4	to	1
Four games love	10	to	1
Five games love	21	to	1
When two games to one	8	to	5
Three games to one	5	to	2
Four games to one	5	to	1
Five games to one	15	to	1
When three games to two	7	to	4
Four games to two	4	to	1
Five games to two	10	to	1
When four games to three	2	to	1
Five games to three	5	to	1
The odds of an advantage ſet, when the firſt game is won, are	5	to	4
When two games love	7	to	4
Three games love	3	to	1
Four games love	5	to	1
Five games love	15	to	1
When two games to one	4	to	3
Three games to one	2	to	1
Four games to one	7	to	2
Five games to one	10	to	1
When three games to two	3	to	2
Four games to two	3	to	1
Five games to two	8	to	1
When four games to three	8	to	5
Five games to three	3	to	1
When five games to four	2	to	1
When ſix games to five	5	to	2

THE GAME OF QUINZE.

THIS game is uſually played by only two perſons, admired for its ſimplicity and fairneſs, depending entirely upon chance, being ſoon decided, and not requiring that attention which moſt other games on the cards do, and therefore calculated for thoſe who love to ſport upon an equal chance.

It is called quinze from fifteen being the game, which muſt be made in the following manner; firſt, the cards muſt be ſhuffled by the players, and when they have cut for deal, which is the buſineſs of him who cuts the loweſt, the dealer has the privilege, as at all other games, to ſhuffle them laſt; this being done, the adverſary cuts them, after which the dealer gives one card to his adverſary, and one to himſelf; if the adverſary does not like his card, he has a right to have as many cards given to him, one after the other, as will make fifteen, or come neareſt to it, which are uſually given from the top of the pack: for example, if he ſhould have a deuce, and draws a five, which make ſeven, he muſt go on again, in hopes of coming nearer to fifteen; if he draws an eight, which makes juſt fifteen, and being elder-hand, he is ſure of winning the game; but if he over-draws himſelf, and makes above fifteen, he loſes, unleſs the dealer does the ſame, in which caſe it is a drawn game, and they double their ſtakes; thus going on till one of them has won the game by ſtanding, and being neareſt to fifteen, &c. At the end of each game the cards are put up and ſhuffled, and the players cut for deal, the elder-hand having the advantage.

THE GAME OF VINGT-UN.

VINGT-UN, or twenty-one, very much reſembles Quinze; may be played by two or more people,

and as the deal is advantageous, and often continues long with the ſame perſon, it is uſual to determine it at the commencement by the firſt ace turned up, or any other mode that may be agreed upon.

The cards muſt all be dealt out in ſucceſſion, unleſs a natural vingt-un occurs, and in the mean time the pone, or youngeſt hand ſhould collect thoſe that have been played, and ſhuffle them together ready for the dealer againſt the period when he ſhall have diſtributed the whole pack. The dealer is firſt to give two cards by one at a time to each player, including himſelf, then to aſk every perſon in rotation, beginning with the eldeſt hand on the left, whether he ſtands or chuſes another card, which if required, muſt be given from off the top of the pack, and afterwards another, or more if deſired, till the points of the additional card or cards added to thoſe dealt exceed or make 21 exactly, or ſuch a number leſs than 21 as may be judged proper to ſtand upon; but when the points exceed 21, then the cards of that individual player are to be thrown up directly, and the ſtake paid to the dealer, who alſo is in turn entitled to draw additional cards, and on taking a vingt-un is to receive double ſtakes from all who ſtand the game, except ſuch other players likewiſe having 21, between whom it is thereby a drawn game: and when any adverſary has a vingt-un, and the dealer not, then the opponent ſo having 21 wins double ſtakes from him; in other caſes, except a natural vingt-un happens, the dealer pays ſingle ſtakes to all whoſe numbers under 21 are higher than his own, and receives from thoſe who have lower numbers, but nothing is paid or received by ſuch players as have ſimilar numbers to the dealer; and when the dealer draws more than 21, he is to pay to all who have not thrown up.

Twenty-one, whenſoever dealt, in the firſt inſtance is ſtiled a *Natural Vingt-un*, ſhould be declared imme-

diately, and entitles the poſſeſſor to the deal, beſides double ſtakes from all the players, unleſs there ſhall be more than one natural vingt-un, in which caſe the younger-hand or hands ſo having the ſame, are excuſed from paying to the eldeſt, who takes the deal of courſe.

N. B. An ace may be reckoned either as 11 or 1: every court-card is counted as 10, and the reſt of the pack according to their points.

The odds of this game merely depend upon the average quantity of cards likely to come under or exceed 21; for example, if thoſe in hand make 14 exactly, it is 7 to 6 that the one next drawn does not make the number of points above 21, but if the points be 15, it is 7 to 6 againſt that hand; yet it would not therefore always be prudent to ſtand at 15, for as the ace may be calculated both ways, it is rather above an even bet that the adverſary's two firſt cards amount to more than 14. A natural vingt-un may be expected once in 7 coups when 2, and twice in 7 when 4 people play, and ſo on according to the number.

THE GAME OF HAZARD.

ANY number of perſons may play. The perſon who takes the box and dice throws a main, that is to ſay, a chance for the company, which muſt be above four, and not exceed nine, otherwiſe it is no main, conſequently he muſt keep throwing till he brings five, ſix, ſeven, eight, or nine; this done, he muſt throw his own chance, which may be any above three, and not exceeding ten; if he throws two aces or trois-ace (commonly called crabs) he loſes his ſtakes, let the company's chance, which we call the main, be what it will. If the main ſhould be ſeven, and ſeven or eleven is thrown immediately after, it is what is called a nick, and the caſter (the preſent player) wins out his ſtakes.

If eight be the main, and eight or twelve is thrown immediately after, it is alſo called a nick, and the caſter wins his ſtakes. The caſter throwing any other number for the main, ſuch as are admitted, and brings the ſame number directly afterwards, it is likewiſe termed a nick, and he alſo wins whatever ſtakes he has made. Every three ſucceſſive mains the caſter wins, he pays half a guinea to the box or furniſher of the dice.

The meaning of a ſtake or bet at this game ſomewhat differs from any other. If a perſon chuſes to lay ſome money with the thrower or caſter, he muſt put his caſh upon the table, within a circle which is deſcribed for that purpoſe; when he has done this, if the caſter agrees to it, he knocks the box upon the table at the perſon's money with whom he intends to bet, or particularly mentions at whoſe money he throws, which is ſufficient, and he is obliged to anſwer whatever ſum is down, unleſs the ſtaker calls to cover; in that caſe the caſter is obliged to ſtake alſo, otherwiſe the bets would be void. It is optional in the perſon who bets with the thrower, to bar any throw which the caſter may be going to caſt, provided neither of the dice is ſeen; if one dice ſhould be diſcovered, the caſter muſt throw the other to it, unleſs the throw is barred in proper time.

The common odds, which are abſolutely neceſſary to be underſtood before any body attempts to play or bett at this game, are as follow:

If ſeven is thrown for a main, and four the chance, it is two to one againſt the perſon who throws: if ſix to four is thrown, five to three: if five to four is thrown, four to three: ſeven to nine, three to two: ſeven to ſix, three to two; barring the two trois; with the two trois, only ſix to five: ſeven to five, three to two: ſix to five an even bet, barring the doublets or the two trois: with the trois, five to four: eight to five an even bet, barring the two fours; five to four with the two fours: nine to

five, even: nine to four, is four to three: the nick of ſeven is ſeven to two, but often laid but ten to three, and five to one you do not nick ſix or eight.

To illuſtrate theſe calculations ſtill more clearly, the following table will be neceſſary:

Table of the Odds.

7 to 4 is 2 to 1
6 to 4 is 5 to 3
5 to 4 is 4 to 3
7 to 9 is 3 to 2
7 to 6 { 3 to 2, barring two trois. / 6 to 5, with the two trois.
7 to 5 is 3 to 2
6 to 5 { even, barring two trois. / 5 to 4 with two trois.
8 to 5 { even, barring two fours. / 5 to 4 with two fours.
9 to 5 is even.
9 to 4 is 4 to 3.

The nick of ſeven is ſeven to two, often laid ten to three.

The nick of ſix and eight is five to one.

It is neceſſary to be perfectly maſter of theſe odds, ſo as to have them as quick as thought, in order to play the prudent game, and to make uſe of them by way of inſuring bets in what is called hedging, in caſe the chance happens to be not a likely one; for by taking the odds a ready calculator ſecures himſelf, and often ſtands part of his bet to a certainty. For example, if ſeven is the main, and four the chance, and he has five pounds depending on the main, by taking ſix pounds to three, he muſt either win two pounds or one pound; and on the contrary, if he does not like his chance, by laying the odds againſt himſelf he muſt ſave in proportion to the bet he has made.

If eight be the main, and eight or twelve is thrown immediately after, it is alſo called a nick, and the caſter wins his ſtakes. The caſter throwing any other number for the main, ſuch as are admitted, and brings the ſame number directly afterwards, it is likewiſe termed a nick, and he alſo wins whatever ſtakes he has made. Every three ſucceſſive mains the caſter wins, he pays half a guinea to the box or furniſher of the dice.

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5 to 4 is 4 to 3
7 to 9 is 3 to 2
7 to 6 { 3 to 2, barring two trois. / 6 to 5, with the two trois.
7 to 5 is 3 to 2
6 to 5 { even, barring two trois. / 5 to 4 with two trois.
8 to 5 { even, barring two fours. / 5 to 4 with two fours.
9 to 5 is even.
9 to 4 is 4 to 3.

The nick of ſeven is ſeven to two, often laid ten to three.

The nick of ſix and eight is five to one.

It is neceſſary to be perfectly maſter of theſe odds, ſo as to have them as quick as thought, in order to play the prudent game, and to make uſe of them by way of inſuring bets in what is called hedging, in caſe the chance happens to be not a likely one; for by taking the odds a ready calculator ſecures himſelf, and often ſtands part of his bet to a certainty. For example, if ſeven is the main, and four the chance, and he has five pounds depending on the main, by taking ſix pounds to three, he muſt either win two pounds or one pound; and on the contrary, if he does not like his chance, by laying the odds againſt himſelf he muſt ſave in proportion to the bet he has made.

Some Additional Calculations on Hazard.

IF 8 and 6 are main and chance, it is very near 11 to 12, that either one or the other is thrown off in two throws.

And if 5 and 7, or 9 and 7 are main and chance, the probability that they will be thrown in two throws is near 11 to 12.

If 5 and 8, or 9 and 8, or 5 and 6, or 9 and 6 are main and chance; the probability of throwing one of them in two throws is as 7 to 9 exactly.

And if 7 and 4, or 7 and 10 are main and chance, the probability that they will be thrown in two throws is alſo as 7 to 9.

If 7 and 8, or 7 and 6 are main and chance, one may lay 15 to 14 that one of them is thrown in two throws.

But if 5 and 4, or 5 and 10, or 9 and 4, or 9 and 10 are main and chance, he that undertakes to throw either main or chance in three throws has the worſt of the lay; for it is as 21 to 23 exceeding near.

If the main be 7, and each perſon ſtake a guinea, the gain of the ſetter is about $3d.\frac{1}{2}$ per. guinea.

If the main be 6 or 8, the gain of the ſetter is about ſix pence in a guinea.

But if the main be 5 or 9, the gain of the ſetter is about $3d.\frac{3}{4}$. in a guinea.

However, if any perſon is determined to ſet up on the firſt main that is thrown, his chance, ſuppoſing each ſtake to be a guinea, is $4d.\frac{5}{8}$, exactly.

Hence the probability of a main, to the probability of no main, is as 27 to 28 very near.

If any one ſhould undertake to throw a ſix or an ace with two dice in one throw, he ought to lay 5 to 4.

Table exhibiting the Odds againſt winning any number of events ſucceſſively: applicable to Hazard, Billiards, Faro, Rouge & Noir, or other Games of Chance.

That the player loſes the firſt time is an even bet.

That he does not win twice together, is		3	to 1
three ſucceſſive times		7	1
four	ditto	15	1
five	ditto	31	1
ſix	ditto	63	1
ſeven	ditto	127	1
eight	ditto	255	1
nine	ditto	511	1
ten	ditto	1023	1

And ſo on to any number, doubling every time the laſt odds, and adding one for the ſtake.

THE GAME OF LANSQUENET.

THIS game may be played by almoſt any number of people, although only one pack of cards is uſed at a time, that is to ſay, during the deal. The dealer, whom ſome think has an advantage, begins by ſhuffling the cards, and having them cut by any other perſon of the party; after which he deals out two cards on his left-hand, turning them up; then one for himſelf, and a fourth, which he places in the middle of the table for the company, called the *rejouiſſance* card. Upon this card any, or all of the company, except the dealer, may put their money, which the dealer is obliged to anſwer, by ſtaking an equal ſum to the whole that is put upon it by different perſons. He continues dealing, and turning the cards upwards, one by one, till two of a ſort appear: for inſtance, two aces, two deuces, &c. which in order to ſeparate, and that no perſon may miſtake for ſingle cards, he places on each ſide of his own card; and

as often as two, three, or the fourth card of a ſort come up, he always places them, as before ſaid, on each ſide his own. Any ſingle card the company has a right to take and put their money upon, unleſs the dealer's own card happens to be double, which often occurs by this card being the ſame as one of the two hand cards which he firſt of all dealt out on his left-hand. Thus he continues dealing till he brings either their cards, or his own. As long as his own card remains undrawn he wins; and whichever card comes up firſt, loſes. If he draws or deals out the two cards on his left, which are called the hand-cards, before his own, he is entitled to deal again; the advantage of which is no other, than his being exempted from loſing when he draws a ſimilar card to his own immediately after he has turned up one for himſelf.

This game is often played more ſimply without the *rejouiſſance* card, giving every perſon round the table a card to put their money upon. Sometimes it is played by dealing only two cards, one for the dealer, and another for the company.

MR. DEW'S GAME OF BILLIARDS.

With Inſtructions and Rules for the following Games viz.

The White Winning Game.
The White Loſing Game.
Red or Carambole Winning Game.
The Red Loſing Game.
Fortification Billiards, with Rules and Regulations for every Method of playing the Game.

IN order to play this game well, attention muſt be given at firſt to the method of holding the mace; to the poſition in which the player ſhould ſtand, and the manner of delivering the ball from the mace; but theſe

are much more eaſily acquired by obſervation, or by the direction of a good player, than by any poſſible written rules.

A perſon who plays with his right hand muſt ſtand with his left foot foremoſt; and, on the contrary, he who is left-handed, muſt ſtand with his right foot foremoſt, by which he will ſtand more ſteady and firm.

Immoderate burſts of paſſion, and even fretting at trifling diſapointments in the game, are uſually found very prejudicial to the player; his nerves being affected, it is impoſſible for him to make the ſtroke with that ſteadineſs and nicety the game requires.

The game uſually played is the white winning game.

Rules and Regulations to be obſerved at the White Winning Game.

The Game is Twelve in Number.

I. WHEN you begin, ſtring for the lead, and the choice of balls, if you pleaſe.

II. When a perſon ſtrings for the lead, he muſt ſtand within the limits of the corner of the table, and likewiſe muſt not place his ball beyond the ſtringing nails or ſpots; and the perſon who brings his ball neareſt the cuſhion wins the lead.

III. If after the firſt perſon has ſtrung for the lead, and his adverſary who follows him ſhould make his ball touch the other, he loſes the lead.

IV. If the player holes his own ball, either in ſtringing or leading, he loſes the lead.

V. If the leader follows his ball with either mace or cue paſt the middle hole, it is no lead; and if his adverſary chuſes, he may make him lead again.

VI. The ſtriker who plays at the lead, muſt ſtand with both his feet within the limits of the corner of the table, and muſt not place his ball beyond the ſtringing nails or ſpots; and his adverſary (only) is ound to ſee

that he ſtands and plays fair, otherwiſe the ſtriker wins all the points he made by that ſtroke.

VII. When a hazard has been loſt in either of the corner holes, the leader is obliged (if his adverſary requires it) to lead from the end of the table, where the hazard was loſt; but if the hazard was loſt in either of the middle holes, it is at the leader's option to lead from either end of the table he pleaſes.

VIII. If the ſtriker does not hit his adverſary's ball, he loſes one point; and if by the ſaid ſtroke his ball ſhould go into a hole, over the table, or on a cuſhion, he loſes three points, *viz.* one for miſſing the ball, and two for holing it, *&c.* and he loſes the lead.

IX. If the ſtriker holes his adverſary's ball, or forces it over the table, or on a cuſhion, he loſes two points.

X. If the ſtriker holes his own ball, or forces it over the table, or on a cuſhion, he loſes two points.

XI. If the ſtriker holes both balls, or forces them over the table, or on a cuſhion, he loſes two points.

XII. No perſon hath a right to take up his ball without permiſſion from his adverſary.

XIII. If the ſtriker, by accident, ſhould touch or or move his own ball, not intending to make a ſtroke, it is deemed as an accident; and his adverſary, if he requires it, may put the ball back in the place where it ſtood.

XIV. If the ſtriker forces his adverſary's ball over the table, and his adverſary ſhould chance to ſtop it, ſo as to make it come on the table again, the ſtriker nevertheleſs wins two points.

XV. If the ſtriker forces his own ball over the table, and his adverſary ſhould chance to ſtop it, ſo as to make it come on the table again, the ſtriker loſes nothing by the ſtroke, and he hath the lead: becauſe

his adverſary ought not to ſtand in the way, or near the table.

XVI. If the ſtriker miſſes the ball and forces it over the table, and it ſhould be ſtopped by his adverſary, as before-mentioned, he loſes one point, and has the lead, if he chuſes.

XVII. If the ſtriker, in playing from a cuſhion or otherwiſe, by touching the ball, makes his mace or cue go over or paſt it, he loſes one point; and if his adverſary requires it he may put the ball back, and may make him paſs the ball.

XVIII. If the ſtriker, in attempting to make a ſtroke, doth not touch his ball, it is no ſtroke; and he muſt try again to make a ſtroke.

XIX. If when the balls are near each other, and the ſtriker by accident ſhould make his ball touch the other ball, it is nevertheleſs a ſtroke, though not intended as ſuch.

XX. If the ſtriker who plays the ſtroke ſhould make his adverſary's ball go ſo near the brink of a hole, as to be judged to ſtand ſtill, and afterwards ſhould fall into it, the ſtriker wins nothing; and the ball muſt be put on the ſame brink where it ſtood, for his adverſary to play from the next ſtroke.

N. B. There is no occaſion for challenging the ball if it ſtops, as ſome perſons imagine.

XXI. If the ſtriker's ball ſhould ſtand on the brink or edge of a hole, and if in playing it off he ſhould make the ball go in, he loſes three points.

XXII. If a ball ſhould ſtand on the brink or on the edge of a hole, and it ſhould fall into the hole, before or when the ſtriker has delivered his ball from his mace or cue, ſo as to have no chance for his ſtroke, in that caſe, the ſtriker and his adverſary's balls muſt be placed in the ſame poſition, or as near as poſſible thereto, and the ſtriker muſt play again.

XXIII. The ſtriker is obliged to paſs his adverſary's ball, more eſpecially if he miſſes the ball on purpoſe; and his adverſary may, if he chuſes, oblige him to place the ball where it ſtood, and play until he has paſſed.

XXIV. If the ſtriker plays both balls from his mace or cue, ſo that they touch at the ſame time, it is deemed a foul ſtroke; and if it is diſcovered by his adverſary, and a diſpute ſhould ariſe thereon, he has an undoubted right to appeal to the diſintereſted company then preſent; and the marker, if required, after demanding ſilence, muſt go round the table to each perſon ſeparately, and be particularly careful to aſk, if he hath any bet depending thereon, if he underſtands the game, and the nature of the diſpute then in queſtion; and if determined by the majority of the diſintereſted company, and the marker, if needful, to be a foul ſtroke, then it is at his adverſary's option (if not holed) either to play at the ball, or take the lead.

But if, by the above-mentioned ſtroke, his adververſary doth not diſcover it to be a foul ſtroke, then the ſtriker may reckon all the points he made by the ſaid ſtroke, and the marker is obliged to mark them.

XXV. No perſon hath a right to diſcover to the player whether the ſtroke is fair or foul, until it is aſked.

XXVI. If by a foul ſtroke the ſtriker ſhould hole his adverſary's ball, he loſes the lead.

XXVII. If by a foul ſtroke the ſtriker holes his own or both balls, or forces his own or both balls over the table, or on a cuſhion, he loſes two points.

XXVIII. If the ſtriker plays on a ball when it is running or moving, it is deemed as a foul ſtroke. [Vide Article XXIV.]

XXIX. If the ſtriker plays with both feet off the ground, without the permiſſion of his adverſary, it is deemed a foul ſtroke. [Vide Article XXIV.]

XXX. If the ſtriker plays with a wrong ball, he loſes the lead, if his adverſary requires it.

XXXI. If the ball ſhould be changed in a hazard, or on a game, and it is not known by which party, the hazard muſt be played out by each party with their different balls, and then changed.

XXXII. If the ſtriker plays with his adverſary's ball, and holes, or forces the ball he played at over the table, &c. it is deemed a foul ſtroke. [Vide Article XXIV.]

XXXIII. If the ſtriker plays with his adverſary's ball, and holes or forces the ball he played with over the table, &c. he loſes two points; and if he miſſed the ball, three points.

XXXIV. If the ſtriker plays with his adverſary's ball, and miſſes it, he loſes one point; and if his adverſary diſcovers that he hath played with the wrong ball, he may part the balls, and take the lead if he pleaſes.

XXXV. In all the before-mentioned caſes of the ſtriker's playing with the wrong ball (if diſcovered) his adverſary muſt play with the ball the ſtriker played at throughout the hazard, or part the balls, and take the lead.

XXXVI. Whoever ſtops a ball when running, with hand, ſtick, or otherwiſe, loſes the lead, if his adverſary does not like the ball he has to play at the next ſtroke. [Vide Article XXIV.]

XXXVII. Whoever retains his adverſary's ſtick when playing, it is deemed foul [Vide Article XXIV.]

XXXVIII. If the ſtriker ſtops or puts his own ball out of its courſe, when running towards either of the holes, and if adjudged by the marker, and the diſintereſted company then preſent, to be going into a

pocket, if he miſſed the ball he loſes one point, and if going into a hole by the ſame ſtrokes, three points.

XXXIX. If the ſtriker ſtops or puts his adverſary's ball out of the courſe when running towards or into a hole, or puts his adverſary's ball into a hole, it is deemed a foul ſtroke. [Vide Article XXIV.]

N. B. If the adverſary doth the ſame as in the foregoing rules, he is ſubjected to the ſame penalties as the ſtriker.

XL. He who ſhakes the table when the ball is running, makes it a foul ſtroke. [Vide Article XXIV.]

XLI. He who throws his ſtick upon the table, ſo as apparently to be of any detriment to his adverſary, makes it a foul ſtroke. [Vide Article XXIV.]

XLII. He who blows on the ball when running, makes it foul. [Vide Article XXIV.] And if his own ball was running towards or near the hole, he loſes two points.

XLIII. He who leaves the game before it is finiſhed, and will not play it out, loſes the game.

XLIV. Any perſon may change his mace or cue in playing, unleſs otherwiſe previouſly agreed on.

XLV. When two perſons are at play, and no particular terms of agreement have been made, neither party have a right to object to either mace or cue being played within the ſaid game.

XLVI. When the parties agree to play mace againſt cue, the mace player hath no right to uſe a cue, nor has the cue player any right to uſe a mace during the game or match, without permiſſion from his adverſary.

XLVII. When a perſon agrees to play with the cue, he muſt play every ball within his reach with the point thereof, and if he agrees to play with the butt of the cue, he has no right to play with the point thereof without permiſſion from his adverſary.

XLVIII. When the parties agree to play point and point of the cue, neither of them has a right to uſe a butt during the game or match, without permiſſion, &c. but they have a right to play with the point of a long cue over a mace, &c.

XLIX. When the parties agree to play all point with the ſame cue, they have no right to uſe any other during the game or match.

L. Whoever propoſes to part the balls, and his adverſary agrees to it, the propoſer thereof loſes the lead.

LI. Two miſſings do not make a hazard, unleſs it is previouſly agreed on to the contrary.

LII. In all caſes, the betters are to abide by the players on the determination of the hazard, or on the game; and the betters have a right to demand their money when their game is over, to prevent diſputes.

LIII. Every perſon ought to be very attentive, and liſten for the ſtroke, before he opens the door of a billiard room.

LIV. The ſtriker has a right to command his adverſary not to ſtand facing him, nor near him, ſo as to annoy or moleſt him in the ſtroke.

LV. Each party is to attend to his own game, and not to aſk—If his adverſary's ball be cloſe?—If he touches his ball?—If he can go round the ball?—nor any queſtion of the like tendency; nor is any perſon to be ſet right, if going to play with the wrong ball.

LVI. Thoſe perſons who do not play, muſt ſtand from the table, and give room for the players to paſs round the table to make the ſtroke.

LVII. The parties who play ought to be particularly careful and attentive to the hazard or the game, more eſpecially when any bets are depending thereon.

LVIII. No perſon in the room has a right to lay more than the odds on a hazard or on a game. But if he offends for want of knowledge of the game, he ſhould appeal to the marker; or to the table of the odds, which ought to be hung up in the billiard room for inſpection.

LIX. Each perſon who propoſes a bet, ſhould name the ſum he intends to lay, and ſhould likewiſe be very careful not to offer a bet when the ſtriker has taken his aim, or is going to ſtrike, leſt it may diſturb or interrupt him in the ſtroke.

LX. No bet ought to be propoſed on any ſtroke (at the loſing game eſpecially) that may be ſuppoſed to have any tendency to leſſen or to influence the judgment of the player.

LXI. If any bets are laid on the hazard, and the game is eleven, and the ſtriker loſes the game by a miſs, and ſhould afterwards go into a hole, it cannot be a hazard, the game being out by the miſs.

LXII. If *A* propoſes a bet which is accepted by *B*, it muſt be confirmed by *A*, otherwiſe it is no bet.

LXIII. When four perſons play, the game is fifteen in number, and each party has a right to conſult with and direct his partner in any thing reſpecting the game, *&c.* and the party who makes two miſſings before a hazard is made, is out, and it is his partner's turn to play; but if, after the two miſſings have been made by the party, his adverſary ſhould hole a ball, ſo as to make a hazard, the ſtroke following the ſaid two miſſings have been made, yet the party who did not make the two miſſings is to play, as he cannot be ſuppoſed to be out, who has not made a ſtroke.

WHITE LOSING GAME.

Twelve in Number.

WHEN a Perſon is tolerably well acquainted with the Winning Game, he ſhould then learn the Loſing Game (the Reverſe of the Winning), which is a Key to Billiards in general. It depends entirely upon the Defence, and the Knowledge of the Degree of Strength with which each Stroke ſhould be played, either to defend or make a Hazard: for if a Perſon who has a competent Knowledge of the Game, ſhould not have a Hazard to play at, he muſt endeavour to lay his own Ball in ſuch a Poſition, that his Adverſary may not have one to play at the next Stroke. For a Loſing Game Hazard is much more eaſy to be made, when well underſtood, than a Winning Game Hazard is in general.

I. WHEN you begin, you muſt ſtring for the lead, and the choice of the balls, the ſame as in the rules for leading at the white winning game.

II. If the ſtriker miſſes the ball, he loſes one; and if his ball goes into a hole by the ſame ſtroke, he loſes three points.

III. If the ſtriker holes his adverſary's ball, he loſes two points.

IV. Forcing either or both the balls over the table, or on a cuſhion, reckons nothing, and the ſtriker loſes the lead.

V. If the ſtriker miſſes his adverſary's ball, and forces his own ball over the table, &c. he loſes one point and the lead.

VI. Either of the parties forcing over either or both the balls, reckons nothing, and the ſtriker loſes the lead.

VII. If the ſtriker holes his own ball, he wins two points.

VIII. If the ſtriker holes both balls, he wins four points.

IX. If the ſtriker holes either of the balls, and forces the other over the table, &c. he loſes the lead only.

The reſt of the articles of regulations, &c. as in the Winning Game, are likewiſe to be obſerved.

RED, OR CARAMBOLE WINNING GAME.

Sixteen in Number.

The Red or Carambole Winning Game is full of variety; and there being ſo many Chances in it, which make it a Game of great Uncertainty, the Odds of it are not calculated, but are generally laid according to Fancy, or to the Cuſtom of the Tables where they are uſually played at.

I. WHEN you begin, you muſt ſtring for the ſtroke and the choice of the balls, the ſame as in the rules for leading, &c. in the winning game.

II. A red ball is to be placed on a ſpot made for that purpoſe, in the centre between the ſtringing nails or ſpots, at one end of the table.

III. The white or the ſtriker's ball is to be played from a ſpot made for that purpoſe, in the centre between the ſtringing nails or ſpots at the other end of the table.

IV. After the firſt ſtriker hath played, his adverſary is to play next, and ſo on alternately throughout the game.

V. When the red ball hath been holed or forced over the table, &c. it muſt be placed on the ſame ſpot where it originally ſtood at the beginning of the game.

VI. When either of the white balls has been holed, &c. it muſt be placed and played from the ſame ſpot where it ſtood at the beginning of the game, when it is the ſtriker's turn to play.

VII. If the ſtriker miſſes both the balls, he loſes one point.

VIII. If the ſtriker miſſes both the balls, and holes his ball, he loſes three points.

IX. If the ſtriker hits the red and his adverſarys ball with his own ball he played with, he wins two points; which ſtroke is called a carambole, or for ſhortneſs, a carrom.

X. If the ſtriker holeth his adverſary's white ball, he wins two points.

XI. If the ſtriker holes the red ball, he wins three points.

XII. If the ſtriker holes the red and his adverſary's white ball by the ſame ſtroke, he wins five points. N. B. Two for the white and three for the red ball.

XIII. If the ſtriker makes a carambole, and puts his adverſary's or the white ball into a hole, he wins four points. N. B. Two for the carambole, and two for the white ball.

XIV. If the ſtriker makes a carambole, and holes the red ball, he wins five points. N. B. Two for the carambole, and three for holing the ball.

XV. If the ſtriker makes a carambole, and holes his adverſary's or the white ball, and the red ball, by the ſame ſtroke, he wins ſeven points. N. B. Two for the carambole, two for the white, and three for the red ball.

XVI. Forcing either or all the balls over the table, reckons nothing.

XVII. If the ſtriker forces his adverſary's, or the red ball over the table, and by the ſame ſtroke ſhould hole his own ball, he loſes nothing.

XVIII. If the ſtriker makes a carambole, and forces either of the balls over the table by the ſame ſtroke, he wins nothing.

XIX. If the ſtriker forces the red ball over the table, it muſt be immediately placed on its proper ſpot.

XX. If the ſtriker forces either his own or his adverſary's ball over the table, or one of them into a hole by the ſame ſtroke, it reckons nothing of either ſide; and the ball or balls muſt be placed on the proper ſpot to play from, when it is each ſtriker's turn to play.

XXI. If the ſtriker, in playing a ſtroke, ſhould make his mace or cue touch two balls at the ſame time, it is deemed a foul ſtroke, and, if diſcovered by his adverſary, he wins nothing for any points he made for the ſtroke; and his adverſary, if he pleaſes, may break the balls; that is, by parting the balls, and playing from the proper ſpot on the red ball, as at the beginning of the game. But if by the foregoing ſtroke, which is deemed foul, his adverſary does not break the balls, and play from the proper ſpot, &c. then the ſtriker may reckon all the points he made by the ſtroke, and the marker is obliged to reckon them.

XXII. No perſon hath a right to diſcover to the player whether the ſtroke be fair or foul, until it is aſked, unleſs they are playing a four match; and in that caſe none but the player and his partner have a right to aſk it.

XXIII. If the ſtriker holes his own ball by a foul ſtroke, he either loſes two or three points (according to which ball he ſtruck firſt) by the ſtroke.

XXIV. If the ſtriker makes a carambole, and holes his own ball, he wins nothing for the carambole, and loſes either two or three points by the ſaid ſtroke, according to which ball he ſtruck firſt.

XXV. If the ſtriker maketh a carambole, and forces either of the balls over the table, he wins nothing by the carambole.

XXVI. If the ſtriker is going to play with the wrong ball, no perſon in the room hath any right to diſcover

it to him, except his partner, if they are playing a double match.

XXVII. After a red ball has been holed, or forced over the table, the preſent ſtriker is bound to ſee the ball placed on the proper ſpot before he ſtrikes, otherwiſe he can win no points while the ball is out of its place; and the ſtroke he made is deemed foul. [See Article XXI.]

XXVIII. If after a white ball has been holed, or forced over the table, the ſtriker is obliged to place his ball on the proper ſpot he is to play from, otherwiſe he can win no points he made by the ſtroke, which is likewiſe deemed foul. [See Article XXI.]

XXIX. If after the ſtriker has made a carambole, or holed his adverſary's or the red ball, he ſhould touch either of the balls which remain on the table with hand, ſtick, or otherwiſe, he can win no points he made by the ſtroke; and it is deemed a foul ſtroke. [See Article XXI.]

XXX. If the ſtriker playeth with the wrong ball, it is deemed a foul ſtroke. [See Article XXI.]

XXXI. If the ſtriker plays with his adverſary's or the wrong ball, and holes the ball he played with, he either loſes two or three points, according to which ball he ſtruck firſt; and it is deemed a foul ſtroke. [See Article XXI.]

XXXII. If the ſtriker plays with his adverſary's or the wrong ball, and ſhould miſs both the balls, he loſes one point; and if the ball ſhould go into a hole by the ſtroke, he loſes three points; and it is deemed a foul ſtroke. [See Article XXI.]

XXXIII. If either or both the balls ſhould be upon the line, or within the ſtringing nails or ſpots where the white ball is originally placed, after his adverſary's ball is off the table, it is called a baulk; and the ſtriker, who is to play from the ſpot, muſt ſtrike the oppoſite cuſhion,

to make the ball come back again to hit one of the balls within the baulk; which if he does not, he loſes one point; if he ſtrikes the white ball firſt, and holes his own ball, he loſes two points; and if he ſtrikes the red ball firſt, and holes his own ball, he loſes three points.

XXXIV. If the ſtriker holes either or both the balls, or makes a carambole when the balls are within the baulk, he wins two, three, five, or ſeven points, according to the ſtroke.

XXXV. When the ſtriker plays from the ſpot at either of the balls within the baulk, he is obliged to paſs one of the balls, otherwiſe it is no ſtroke.

XXXVI. When the ſtriker's and the red ball are within the baulk, he is not obliged to paſs the ball.

XXXVII. In either of the caſes of playing with the wrong ball (if it is not diſcovered) the ſtriker may reckon all the points he made by the ſtroke, and the marker is obliged to mark them.

XXXVIII. If after the red ball has been holed or forced over the table, either of the white balls ſhould lay upon or near the ſpot, ſo that the red ball cannot be placed on its proper ſpot without touching each other, the marker muſt then hold the red ball in his hand while the ſtriker plays at his adverſary's ball; and the red ball muſt be immediately placed on its proper ſpot, ſo that it may not prevent a carambole, &c. from being made.

XXXIX. When either of the white balls has been holed, and the red or the white ſhould ſtand upon or ſo near the ſpot that the ſtriker cannot place the ball without touching each other, the marker muſt hold the red ball in his hand, &c. [See the foregoing Rule.]

XL. If either of the balls ſhould lay either before, behind, or on one ſide of the ſpot, ſo that the ſtriker can place his ball without touching each other, he muſt play the ball as he can from the ſpot, neither of which balls muſt be moved to make way for him to play.

XLI. If the ſtriker ſhould touch two balls with his mace or cue, it is deemed a foul ſtroke. [See Article XXI.]

XLII. The betters ought to be particularly careful in propoſing any bets before the ſtroke at this game, that may be ſuppoſed to have any tendency to influence the judgment of the player.

XLIII. No perſon in the room has any right, by ſigns, geſtures, or otherwiſe, to diſcover to the player how the ball is to be played, whether the ſtroke is in his favour or not, or (after the ſtroke hath been played) of any error he hath committed in his judgment; as a ſtroke of the ſame kind may happen in the ſame hazard, or in the game.

XLIV. Each perſon who propoſes a bet ſhould name the ſum he intends to lay, and ſhould likewiſe be very careful not to propoſe a bet when the ſtriker hath taken his aim, or is going to ſtrike, leſt it might diſturb or interrupt the player in the ſtroke.

The reſt of the articles of the regulations, &c. as in the white winning game, are likewiſe to be obſerved.

RED OR CARAMBOLE LOSING GAME.

The Game is Sixteen in Number.

The Red or Carambole Loſing Game requires greater Judgment than the Winning, and depends materially on the Skill of the Player; the Chances in it may happen ſometimes to vary more than at the Winning Carambole Game, and eſpecially if the Players do not properly underſtand the ſkilful Part of the Game.

I. THE game begins in the ſame manner as the carambole winning game.

II. If the ſtriker miſſes both the balls, he loſes one point.

III. If the ſtriker miſſes both balls, and holes his own ball by the ſame ſtroke, he loſes three points.

IV. If the ſtriker hits the red ball firſt, and holes it, he loſes three points, and the ball muſt be immediately replaced on its proper ſpot.

V. If the ſtriker hits the white ball firſt, and holes it, he loſes two points.

VI. If the ſtriker holes the white and the red ball by the ſame ſtroke, he loſes five points; *viz.* two for holing the white ball, and three for holing the red.

VII. If the ſtriker makes a carambole, and holes either his adverſary's or the red ball only, he wins nothing for the carambole, and loſes either two or three points, according to which ball he ſtruck firſt.

VIII. If the ſtriker makes a carambole, he wins two points.

IX. If the ſtriker makes a carambole by ſtriking the white ball firſt, and ſhould hole his own ball by the ſtroke, he wins four points; *viz.* two for the carambole, and two for holing his own ball on the white.

X. If the ſtriker makes a carambole by ſtriking the red ball firſt, and by the ſtroke ſhould hole his own ball, he wins five points; *viz.* two for the carambole, and three for holing his own ball on the red.

XI. If the ſtriker makes a carambole by ſtriking the white ball firſt, and by that ſtroke ſhould hole his own and his adverſary's white ball, he wins ſix points; *viz.* two for the carambole, two for holing his own ball on the white, and two for holing his adverſary's or the white ball.

XII. If the ſtriker makes a carambole by ſtriking the red ball firſt, and by the ſaid ſtroke ſhould hole his own ball, and his adverſary's white ball, he wins ſeven points; *viz.* two for the carambole, three for holing his own ball on the red, and two for holing his adverſary's white ball.

XIII. If the ſtriker makes a carambole by ſtriking the white ball firſt, and by the ſaid ſtroke ſhould hole his

own and the red ball, he wins ſeven points; *viz.* two for the carambole, two for holing his own ball on the white, and three for holing the red ball.

XIV. If the ſtriker makes a carambole by ſtriking the red ball firſt; and by the ſaid ſtroke ſhould hole his own and the red ball, he wins eight points; *viz.* two for the carambole, three for holing his own ball on the red, and three for holing the red ball.

XV. If the ſtriker makes a carambole by ſtriking the white ball firſt, and ſhould hole his own ball, and his adverſary's white and the red ball, he wins nine points; *viz.* two for the carambole, two for holing his own ball on the white, two for holing his adverſary's white ball, and three for holing the red ball.

XVI. If the ſtriker makes a carambole by ſtriking the red ball firſt, and by the ſaid ſtroke ſhould hole his own ball, and the red, and his adverſary's white ball, he wins ten points; *viz.* two for the carambole, three for holing his own ball on the red, three for holing the red, and two for holing his adverſary's white ball.

XVII. If the ſtriker holes his own ball on the white ball, he wins two points.

XVIII. If the ſtriker holes his own ball on the red, he wins three points.

XIX. If the ſtriker, by ſtriking the white ball firſt, ſhould hole his own ball and his adverſary's white ball, he wins four points; *viz.* two for holing his own ball on the white, and two for holing his adverſary's white ball.

XX. If the ſtriker, by ſtriking the red ball firſt, ſhould hole his own ball and his adverſary's white ball, he wins five points; *viz.* three for holing his own ball on the red, and two for holing the white ball.

XXI. If the ſtriker ſtrikes his adverſary's white ball firſt, and holes his own ball and the red, he wins five

points; *viz.* two for holing his own ball on the white, and three for holing the red ball.

XXII. If the ſtriker ſtrikes the red ball firſt, and holes his own ball, and his adverſary's white ball, he wins five points; *viz.* three for holing his own ball on the red, and two for holing his adverſary's on the white ball.

XXIII. If the ſtriker ſtrikes his adverſary's white ball firſt, and holes his own ball, and his adverſary's white ball, and the red, by the ſame ſtroke, he wins ſeven points; *viz.* two for holing his own ball on the white, two for holing his adverſary's white ball, and three for holing the red ball.

XXIV. If the ſtriker ſtrikes the red ball firſt, and holes his own ball and the red, and his adverſary's white ball by the ſame ſtroke, he wins eight points; *viz.* three for holing his own ball on the red, three for holing the red ball, and two for holing the white ball.

XXV. If the ſtriker ſtrikes the red ball firſt, and holes his own and the red ball, he wins ſix points; *viz.* three for holing his own ball on the red, and three for holing the red ball.

XXVI. The betters ought to be particularly careful in propoſing any bets at this game, that may be ſuppoſed to have any tendency to pervert or to influence the judgment of the player.

N. B. The reſt of the rules and regulations are likewiſe to be obſerved, as in the rules for the carambole winning game, &c.

FORTIFICATION BILLIARDS.

THE method of playing I ſhall deſcribe as nearly as poſſible: for the better comprehending which, the editor has added two copper plates; the firſt ſhews how the forts, &c. are to be placed; the other is a plan of the table when mounted, accurately meaſured, by which the

various angles are aſcertained, and is calculated for the experienced player.

Firſt, there are ten forts made of wood, in the form of caſtles, which are to have lead put in them for the purpoſe of making them heavy, ſo that in playing the balls they may not be moved from their places.

In the front of each fort, at the bottom, is an arch, full wide and high enough to admit the ball, which is to be put through it to attack the fort. Within the arch of each fort a ſmall bell is hung, which muſt be made to ring by the adverſary's attacking ball, otherwiſe the fort cannot be taken.

Secondly, the paſs through which each of the adverſary's attacking balls muſt paſs, before a fort can be taken.

Laſtly, the grand batteries, and ten flags or colours.

Two of the forts, called the grand forts, are to be made larger than the reſt, and to have an arch cut through them of the ſize the others have.

Five of the forts, including one of the grand forts, one of the batteries, and five of the flags or colours are uſually painted red, and the forts and battery are to be pointed like brick-work, which colour denotes them to be Engliſh; on each fort one red colour is to be hoiſted on the centre of the front thereof.

The other five forts, grand fort included, battery and colours, are to be of a white colour; the forts and battery to be pointed with black like ſtone, are called French, one white colour to be hoiſted on each as before mentioned.

The paſs, which ſerves for the purpoſe of both parties' attacking balls to go through, is to be made in the form of the grand forts, but rather longer for diſtinction, and to have an arch of the ſize of the grand forts, and is to be painted of different colours; *viz.* one of the ends where the arch is, of a red, to continue half way of each

ſide, and the ſame on the top; the other end of the arch is to be white, and to continue in the ſame colour over the other half as before

There are likewiſe two colours to be hoiſted on the paſs, *viz.* one red and the other white; the red to be hoiſted at the Engliſh end, and the white at the French end.

The paſs is to be placed in the centre of the table, the red end to face the Engliſh forts, and the white end the French forts.

The limits of each party's quarter, is from the end cuſhion, where his forts are placed, to his paſs on each ſide of the table.

The red or Engliſh forts are to poſſeſs one end of the table, and is called the Engliſh quarter.

The white or French forts are to poſſeſs the other end of the table, and is called the French quarter.

The two forts in each quarter in the firſt angle from the paſs are to be taken firſt, which are therefore called the advanced forts.

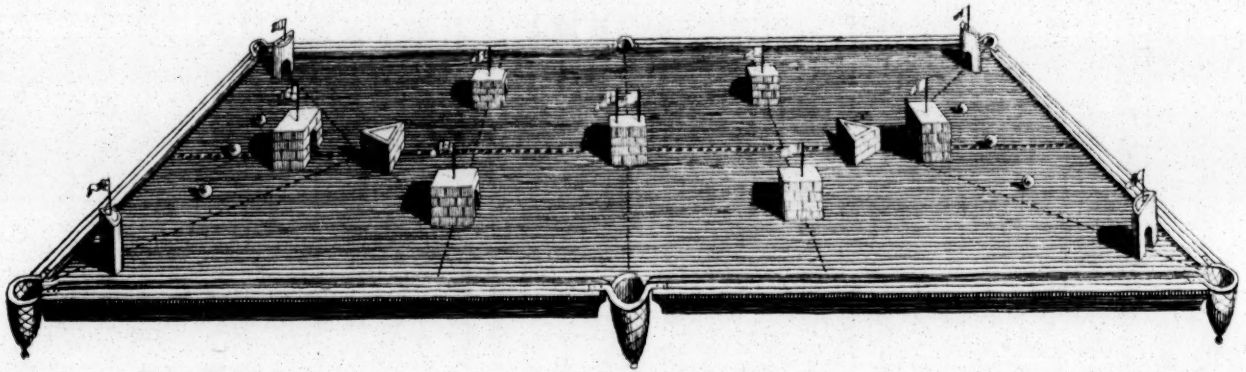
The two forts in the ſecond angle are to be taken next, which are called the reſerved forts.

Laſtly, the grand fort, with the battery placed before the ſame, is the laſt to be taken.

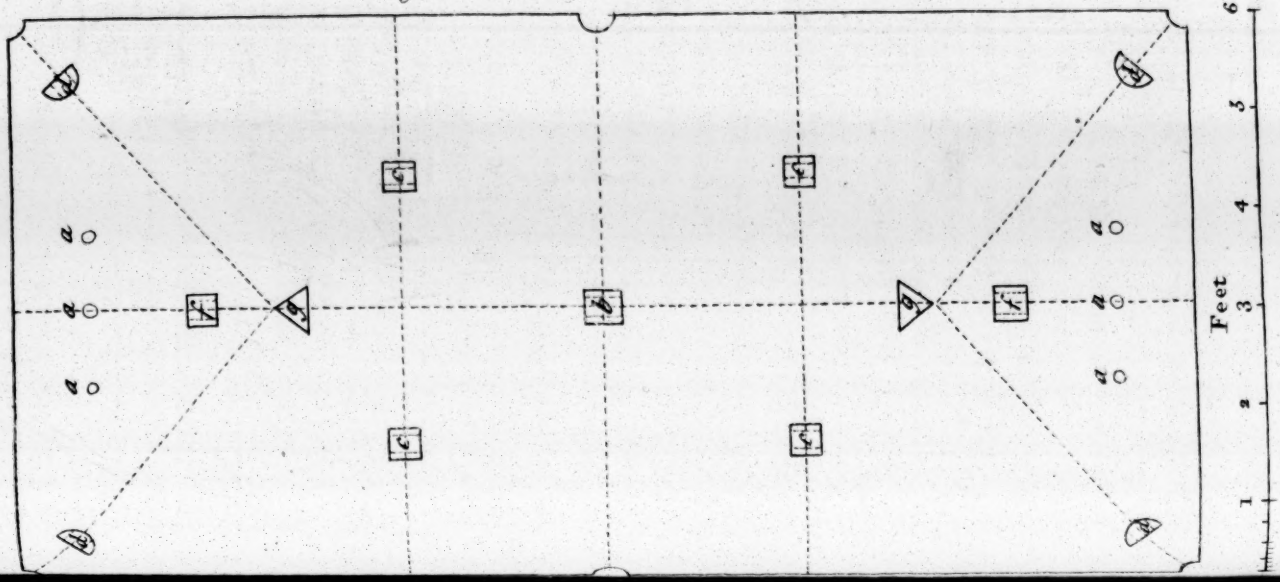
The height of the advanced and the reſerved forts is to be five inches and a half, the breadth and length of the advanced forts five inches to the ſquare, and the length of the reſerved forts are five inches and a half, and the back of them to be rounded off.

The height of the grand forts is to be five inches and a half, the breadth and length ſix inches and a quarter. The batteries are made in a triangular form, the height of them are three inches, the breadth at the extremity are two inches and a half, and the length three inches and a half.

Perspective View of Fortification Billiards.



Plan of Fortification Billiards.



The height of the paſs is five inches and a half, the breadth ſix inches and a quarter, and the length ſeven inches.

The height of the concave in the forts where the attacking ball muſt enter, is three inches, the breadth two inches and a half, the depth two inches and three quarters.

The bell which is to be within the arch in each fort, muſt be hung one inch and a half within it.

The balls which are to be played with at this game, are to be one inch and three eighths diameter.

Deſcription of the Plates.

The one is a plan for placing the forts, &c. &c. with the diſtances meaſured; the other is alſo a repreſentation of the ſuperficies of a billiard table, with all the forts and caſtles properly placed.

a a a The balls.
b The paſs.
c c Advanced forts.
d d Reſerved forts.
f Grand fort.
g Battery.

FORTIFICATION BILLIARDS.

The Game is Twenty in Number.

I. THE game begins, he who ſtrikes the oppoſite cuſhion, and brings the ball neareſt the cuſhion where he ſtruck from, ſhall have the firſt ſtroke, and have the red (or Engliſh ſide of the forts) and muſt commence hoſtilities, and begin the attack.

II. Each party has three balls, *viz.* one attacking ball, and two defending balls.

III. The balls are placed on the ſpots as appears; the attacking ball is put in the middle, the defending balls on each ſide thereof.

IV. The ball for the attack, on the red (or Engliſh ſide of the forts) muſt be ſpotted with red, and the defending balls with ſmall black circles.

V. The ball for the attack on the white (or French) ſide of the forts muſt be white, *i. e.* plain, and the two defending balls eight black ſpots on each ball.

VI. Before you can attack any of the forts, you muſt make the paſs.

VII. When you have made the paſs, you muſt take down your adverſary's colours, and then attack either of his advanced forts, which muſt be taken firſt.

VIII. If after you have made the paſs, you do not take down your adverſary's colours, you muſt make the paſs again from your own ſide of the forts; but you muſt not return to the ſpot.

IX. If you take either of your adverſary's forts, after you have made the paſs, and have not taken down your adverſary's paſs colours, you loſe two points, and muſt return to your ſpot again.

X. After you have regularly made the paſs, and have taken a fort, you muſt return to your middle ſpot again.

Note. Regularly making the paſs, is when you have taken down your adverſary's colours, conformable to Article VII.

XI. When you have taken a fort, you win four points.

XII. If you do not take down your adverſary's colours when you have taken his fort, you are obliged to take the ſaid fort again, and muſt be put back thoſe four points you won by the ſame.

XIII. Miſſings at this game reckon nothing.

XIV. After you have regularly made the paſs, you are not obliged to go through it again during the game.

XV. In each fort there is a bell, which gives notice at being taken; which bell muſt be made to ring, otherwiſe the fort is not taken.

XVI. The beſieged may defend his forts, or may ſend his attacking ball into the aſſaulter's quarter to attack his forts.

XVII. The beſieger muſt take his adverſary's forts with his attacking ball.

XVIII. If the beſieger ſhould take his adverſary's fort with either of his defending balls, he loſes two points, and returns to his ſpot again.

XIX. If the ſtriker plays with either of his adverſary's balls, he loſes two points, and if he played on either of his own balls, it muſt be put on its proper ſpot again, if his adverſary requires it.

XX. Either party may ſend his defending ball or balls into his adverſary's quarter, if he pleaſeth.

XXI. After having taken the two advanced forts, you muſt take the two other forts in the next angle, which are called the reſerved forts, and laſtly the grand fort.

XXII. He who does not take the forts according to the above direction, and takes either of the laſt for the firſt, loſes two points, and muſt return to the proper ſpot again.

XXIII. After a fort hath been taken, or a ball holed or forced over the table, the ſtriker is bound to place or to ſee the ball placed on its proper ſpot; and if he doth not, he ſhall reckon nothing for any forts, &c. he ſhall take during the time the ball is out of its place.

XXIV. After having taken a fort, either by ſtorm or otherwiſe, and his adverſary do take the ſaid ball out of the fort, to place it or otherways, and although he doth not take down his colours, nevertheleſs the

ſaid fort is deemed as taken, and the colours are to be taken down.

N. B. Taking a fort by ſtorm is, when the party has made his utmoſt effort to take it, and is ſo well defended and guarded by his adverſary, ſo that he is obliged to have recourſe to ſtratagem, that is, by laying his ball in a proper angle, and ſtriking the ball againſt the end cuſhion, and bringing the ball back again into his adverſary's fort.

XXV. If the ſtriker forceth either of his adverſary's balls into his own fort which hath not been taken, he makes him a priſoner of war, and wins ſix points.

XXVI. If the ſtriker forces either of his adverſary's balls into his own fort which hath been taken, it is no priſoner of war, but the ſaid ſtriker wins two points.

XXVII. If the ſtriker forces either of his adverſary's balls into his adverſary's fort, he wins two points.

XXVIII. If the ſtriker holeth either of his adverſary's balls, or two, &c. for each ball ſo holed he wins two points.

XXIX. If the ſtriker holes his own ball or balls, for each ball ſo holed he loſes two points.

XXX. If the ſtriker forceth his adverſary's ball or balls over the table, or on a fort or cuſhion, for each ball he wins two points.

XXXI. If the ſtriker forces his own ball or balls over the table, or, &c. for each ball he loſes two points.

XXXII. If the ſtriker forces his adverſary's ball over the table, or on a fort or cuſhion, or into a hole, and regularly takes his adverſary's fort by the ſame ſtroke, he wins ſix points. But if by the ſame ſtroke the ſtriker's ball ſhould go into a fort which hath been taken, or is out of the angle, he loſes two points.

XXXIII. If the ſtriker holes his own or his adverſary's ball, or forces them over the table, or on a fort or cuſhion, he loſes two points.

XXXIV. If the ſtriker forces his ball into any of his own or adverſary's forts, which hath been taken, or into any of his adverſary's forts out of the angle, he loſes two points.

XXXV. When a ball is holed or forced over the table, or on, &c. ſuch ball is to be placed on its proper ſpot; but if it happens that the ſpot ſhould be occupied by another ball, in ſuch caſe the ball is to be placed behind it, ſo as not to touch the ball.

XXXVI. Whoever takes a fort after it has been regularly taken, and the colours are down, loſes two points.

XXXVII. When the ſtriker's adverſary's ball is out of ſight (that is, lying behind a fort ſo that it cannot be ſeen), and the ſtriker hath a fancy to ſtrike the cuſhion firſt, and hit the ſaid ball backwards, by giving warning, ſaying, *I do not ſee*, if he ſhould hit the ſaid ball, he wins two points; but if he ſhould not hit the ball, he loſes two points.

XXXVIII. If, by the before-mentioned ſtroke, the ſtriker ſhould hit the ball, and holeth his own ball, or forces it over the table, or on a fort or cuſhion, or into either of his own forts, or into either of his adverſary's forts, which hath been taken*, or is out of the angle, he loſeth two points, and ſhall reckon nothing for hitting the ſaid ball.

XXXIX. If either of the adverſary's balls ſhould lay before either of the ſtriker's forts, which hath not been taken, and (the ſaid ball being out of ſight) hath a fancy to ſtrike the cuſhion firſt, and hit the ſaid ball backwards, to make a priſoner of war of his ſaid ad-

* Out of the Angle—Vide XXI. and XXII.

verſary's ball, by ſaying, *I do not ſee*, if he hits the ball, he wins two points, and if he makes a priſoner of war of his adverſary's ball, he wins ſix points more, and his adverſary's ball muſt return to its proper ſpot again.

XL. When the ſtriker gives warning, ſaying, *I do not ſee*, his adverſary, or the diſintereſted company, have a right to be judges thereof, or the marker, if any diſpute ſhould ariſe thereon.

XLI. If the ſtriker holes, or, &c. either of his adverſary's defending balls, it is at his adverſary's option to place the ſaid ball on either of the proper ſpots, if they are both vacant.

XLII. Whoever toucheth both balls with mace or cue, it is deemed a foul ſtroke; therefore he cannot reckon any points he made by the ſaid ſtroke, if it is diſcovered and proved to be ſo by the diſintereſted company and the marker; but if it is not diſcovered, the marker is obliged to reckon all the points made by the ſtroke. But if the ſaid ſtroke is proved to be foul, then it is at his enemy's option either to break the balls, or to make him return to his proper ſpot again.

XLIII. If the ſtriker makes a foul ſtroke, and holes his own ball, or forces it over the table, &c. he loſes two points for each of his own balls ſo holed or forced over the table; and it is at his adverſary's option to part the balls, if he pleaſes.

XLIV. If the ſtriker moves the ball, it muſt be put back to the proper place it was moved from.

XLV. Whoever blows on his enemy's or on his own ball when running, it is deemed foul. [See Art. XLII.]

XLVI. If the ſtriker, by blowing on his own ball, ſhould put it out of its proper courſe, eſpecially when running near a hole, he loſes two points; and it is deemed foul. [See Art. XLII.]

XLVII. Whoever ſtops a ball with ſtick or otherwiſe, after the ſtroke, it is deemed foul. [See Art. XLII.]

XLVIII. Whoever plays with both feet off the ground, without permiſſion from his enemy, it is deemed foul. [See Art. XLII.]

XLIX. Whoever plays upon a ball when running, it is deemed foul. [See Art. XLII].

L. Whoever retains his adverſary's ſtick when playing, loſeth two points; beſides it is foul. [See Art. XLII.]

LI. Whoever gets the firſt twenty points, each fort being regularly taken is four points, wins the game.

LII. When four parties play a double match, he who plays before his turn loſs two points.

N. B. The reſt of the neceſſary rules and regulations are to be found in the rules, &c. of the White Winning Game.

ODDS AT BILLIARDS.

Equal Players.

1	Love	is	5	to	4	3	to	2	is	5	to 4
2	——	—	3	—	2	4	—	—	8	—	5
3	——	—	7	—	4	5	—	—	9	—	5
4	——	—	2	—	1	6	—	—	3	—	1
5	——	—	5	—	2	7	—	—	7	—	2
6	——	—	4	—	1	8	—	—	6	—	1
7	——	—	9	—	2	9	—	—	7	—	1
8	——	—	10	—	1	10	—	—	21	—	1
9	——	—	11	—	1	11	—	—	22	—	1
10	——	—	36	—	1						
11	——	—	40	—	1						

2	to	1	is	4	to 3	4	to	3	is	7	to 5
3	—	—		3	— 2	5	—	—		8	— 5
4	—	—		7	— 4	6	—	—		5	— 2
5	—	—		2	— 1	7	—	—		3	— 1
6	—	—		7	— 2	8	—	—		5	— 1
8	—	—		9	— 1	9	—	—		6	— 1
9	—	—		10	— 1	10	—	—		20	— 1
10	—	—		32	— 1	11	—	—		21	— 1
11	—	—		36	— 1						

5	to 4	is	5	to	4
6	— —		7	—	4
7	— —		2	—	1
8	— —		4	—	1
9	— —		9	—	2
10	— —		21	—	2
11	— —		12	—	1

6	to 5	is	3	to	2
7	— —		7	—	4
8	— —		3	—	1
9	— —		4	—	1
10	— —		9	—	1
11	— —		21	—	2

7	to 6	is	4	to	3
8	— —		2	—	1
9	— —		5	—	2
10	— —		5	—	1
11	— —		11	—	2

8	to 7	is	7	to	4
9	— —		2	—	1
10	— —		9	—	2
11	— —		5	—	1

9	to 8	is	5	—	4
10	— —		11	—	4
11	— —		3	—	1

10	to 9	is	9	to	4
11	— —		5	—	2

11 to 10 or according to the ſtroke.

When a Person who gives One Point to another, is,

1	All	is	5	to	4	3	All	is	5	to	4
2	to	1	3	—	2	4	to	3	3	—	2
3	—	—	7	—	4	5	—	—	7	—	4
4	—	—	2	—	1	6	—	—	3	—	1
5	—	—	5	—	2	7	—	—	7	—	2
6	—	—	4	—	1	8	—	—	6	—	1
7	—	—	9	—	2	9	—	—	13	—	2
8	—	—	10	—	1	10	—	—	21	—	1
9	—	—	11	—	1	11	—	—	22	—	1
10	—	—	36	—	1						
11	—	—	40	—	1						

						4	All	is	5	to	4
2	All	is	5	to	4	5	to	4	7	—	5
3	to	2	3	—	2	6	—	—	2	—	2
4	—	—	7	—	4	7	—	—	11	—	5
5	—	—	2	—	1	8	—	—	9	—	2
6	—	—	7	—	2	9	—	—	5	—	1
7	—	—	4	—	1	10	—	—	12	—	1
8	—	—	9	—	1	11	—	—	13	—	1
9	—	—	10	—	1						
10	—	—	25	—	1	5	All	is	5	to	4
11	—	—	26	—	1	6	to	5	8	—	5
						7	—	—	9	—	5
						8	—	—	4	—	1
						9	—	—	9	—	2
						10	—	—	10	—	1
						11	—	—	11	—	1

6	All	is	6	to	5
7	to 6	—	7	—	5
8	—	—	5	—	2
9	—	—	11	—	4
10	—	—	11	—	2
11	—	—	6	—	1

7	All	is	6	to	5
8	to 7	—	9	—	5
9	—	—	9	—	4
10	—	—	5	—	1
11	—	—	11	—	2

8	All	is	7	to	6
9	to 8	—	4	—	3
10	—	—	3	—	1
11	—	—	7	—	2

9	All	is	7	to	6
10	to 8	—	5	—	2
11	—	—	11	—	4

10	All	is	8	to	7
11	to 10; or according to the ſtroke.				

When a Perſon who gives Two Points to another, is,

1	to 2	is	5	to	4
2	All	—	3	—	2
3	to 2	—	7	—	4
4	—	—	2	—	1
5	—	—	5	—	2
6	—	—	4	—	1
7	—	—	9	—	2
8	—	—	10	—	1
9	—	—	11	—	1
10	—	—	31	—	1
11	—	—	32	—	1

3	to 2	is	7	to	4
4	—	—	2	—	1
5	—	—	5	—	2
6	—	—	4	—	1
7	—	—	9	—	2
8	—	—	10	—	1
9	—	—	21	—	1
10	—	—	30	—	1
11	—	—	31	—	1

3	All	is	3	to	2		
4	to	3	—	7	—	4	
5	—		—	2	—	1	
6	—		—	7	—	2	
7	—		—	4	—	1	
8	—		—	9	—	1	
9	—		—	10	—	1	
10	—		—	26	—	1	
11	—		—	27	—	1	

4	All	is	7	to	5		
5	to	4	—	8	—	5	
6	—		—	5	—	2	
7	—		—	11	—	4	
8	—		—	5	—	1	
9	—		—	11	—	2	
10	—		—	20	—	1	
11	—		—	21	—	1	

5	All	is	7	to	5		
6	to	5	—	7	—	4	
7	—		—	2	—	1	
8	—		—	9	—	2	
9	—		—	5	—	1	
10	—		—	15	—	1	
11	—		—	16	—	1	

6	All	is	4	to	3		
7	to	6	—	3	—	2	
8	—		—	5	—	2	
9	—		—	3	—	1	
10	—		—	11	—	2	
11	—		—	6	—	1	

7	All	is	4	to	3		
8	to	7	—	2	—	1	
9	—		—	5	—	2	
10	—		—	5	—	1	
11	—		—	11	—	2	

8	All	is	5	to	4		
9	to	8	—	7	—	5	
10	—		—	3	—	1	
11	—		—	7	—	2	

9	All	is	5	to	4		
10	to	9	—	11	—	4	
11	—		—	3	—	1	

10 All is 6 to 5
11 to 10; or according to the ſtroke.

When a Perſon who gives three Points to another, is,

1	to	3	is	5	to	4
2	—	—		3	—	2
3	All	—		7	—	4
4	to	3	—	2	—	1
5	—	—		5	—	2
6	—	—		4	—	1
7	—	—		9	—	2
8	—	—		10	—	1
9	—	—		11	—	1
10	—	—		21	—	1
11	—	—		22	—	1

4	All	is		8	to	5
5	to	4		9		5
6				8		1
7				7		2
8				7		1
9				8		1
10				20		1
11				21		1

5	All	is		8	to	5
6	to	5		5		2
7				3		1
8				6		1
9				13		2
10				19		1
11				20		1

6	All	is		3	to	2
7	to	6	—	7	—	4
8	—	—		7	—	2
9	—	—		4	—	1
10	—	—		6	—	1
11	—	—		13	—	2

7	All	is		3	to	2
8	to	7	—	5	—	2
9	—	—		3	—	1
10	—	—		11	—	2
11	—	—		6	—	1

8	All	is		4	to	3
9	to	8	—	3	—	2
10	—	—		7	—	2
11	—	—		4	—	1

9	All	is		4	to	3
10	to	9	—	3	—	1
11	—	—		7	—	2

10 All is 5 to 4 11 to 10; or according to the ſtroke.

When a Perſon who gives Four Points to another, is,

1	to 4	is	5	to	4
2			3		2
3			7		4
4			2		1
5			5		2
6			4		1
7			9		2
8			8		1
9			9		1
10			26		1
11			27		1

5	All	is	2	to	1
6	to 5		7		2
7			4		1
8			7		1
9			8		1
10			24		1
11			25		1

6	All	is	7	to	4
7	to 6		2		1
8			5		1
9			11		2
10			15		1
11			16		1

7	All	is	7	to	4
8	to 7		4		1
9			9		2
10			13		1
11			14		1

8	All	is	8	to	5
9	to 8		9		5
10			4		1
11			9		2

9	All	is	8	to	5
10	to 9		7		2
11			4		1

10	All	is	3	to	2
11	to 10, according to the ſtroke.				

When a Perſon who gives Five Points to another, is,

1	to 5	is	5	to	4
2			3		2
3			7		4
4			2		1
5			5		2
6			4		1
7			9		2
8			8		1
9			9		1
10			24		1
11			25		1

6	All	is	5	to	2
7	to 6		3		1
8			11		1
9			6		1
10			14		1
11			15		1

7	All	is	5	to	2
8	to 7		4		1
9			11		4
10			13		1
11			14		1

8	All	is	2	to	4
9	to 8		5		2
10			11		4
11			6		1

9	All	is	2	to	1
10	to 9		4		1
11			11		2

10 All is 8 to 5
11 to 10, or according to the ſtroke.

When a Perſon who gives Six Points to another, is,

6	All	is	3	to	1
7	to 6		7		2
8			6		1
9			7		1
10			15		1
11			16		1

7	All	is	3	to	1
8	to 7		11		2
9			6		1
10			14		1
11			15		1

8	All	is	5	to 2
9	to 8		11	4
10			6	1
11			7	1

9	All	is	5	to 2
10	to 9		5	1
11			6	1

10 All is 2 to 1
11 to 10, or according to the ſtroke.

When a Perſon who receives one Point from another, is,

2	Love	is	4	to 3
3	——		3	2
4	——		7	4
5	——		2	1
6	——		7	2
7	——		4	1
8	——		9	1
9	——		10	1
10	——		35	1
11	——		36	1

When a Perſon who receives two Points from another, is,

3	Love	is	5	to 4
4	——		8	5
5	——		9	5
6	——		3	1
7	——		7	2
8	——		8	1
9	——		9	1
10	——		26	1
11	——		27	1

When a Perſon who receives three Points from another, is,

4	Love	is	7	to 5
5	——		8	5
6	——		11	4
7	——		8	1
8	——		7	1
9	——		8	1
10	——		25	1
11	——		26	1

When a Perſon who receives four Points from another, is,

5	Love	is	7	to	5
6	——		2		1
7	——		5		2
8	——		6		1
9	——		7		1
10	——		15		1
11	——		16		1

When a Perſon who receives five Points from another, is,

6	Love	is	7	to	4
7	——		2		1
8	——		5		1
9	——		6		1
10	——		14		1
11	——		15		1

When a Perſon who receives ſix Points from another, is,

7	Love	is	3	to	2
8	——		4		1
9	——		5		1
10	——		11		1
11	——		12		1

When a Perſon who receives two Points from another, is,

4	to	2	is	6	to 5
5				4	3
6				5	2
7				3	1
8				5	1
9				11	2
10				18	1
11				19	1

When a Perſon who receives two Points from another, is,

6	to	4	is	4	to 3
7				3	2
8				3	1
9				7	2
10				9	1
11				10	1

When a Perſon who receives two Points from another, is,

8	to	6	is	3	to 2
9				7	4
10				4	1
11				9	2

When a Perſon who receives two Points from another, is,

10	to	8	is	3	to 1
11				5	2

When a Perſon who receives four Points from another, is,

7	to	4	is	equal.	
8	—	—		2	to 1
9	—	—		5	— 2
10	—	—		7	— 1
11	—	—		8	— 1

When a Perſon who receives four Points from another, is,

8	to	6	is	equal.	
9	—	—		5	to 4
10	—	—		3	— 1
11	—	—		7	— 2

When a Perſon who receives four Points from another, is,

10	to	8	is	3	to 2
11				7	4

When a Perſon who receives four Points from another, is,

10	to	9	is	5	to 4
11				3	2

When a Perſon who receives ſix Points from another, is,

10	to	7	is	7	to 4
11				2	1

When a Perſon who receives ſix Points from another, is,

11	to	8	is	4	to 3

The Odds of a Hazard when one Point is given, is according to the Stroke.

When 2 are given			6	to	5
——	3	——	5	—	4
——	4	——	3	—	2
——	5	——	8	—	5
——	6	——	2	—	1

For the full odds that one perſon does not get any number of hazards following, ſee page 235.

THE GAME OF FARO.

FARO, Pharo, Pharaoh, or Pharaon, is very ſimilar to Baſſet, a game formerly much in vogue.

Rules of the Game.

The banker deals a compleat pack of 52 cards, deliberately, one by one, laying them alternately, firſt to his right and then to his left hand, till the whole pack is dealt out.

The punter may, at his option, ſet any number of ſtakes, agreeable to the ſum limited, upon one or more cards choſen out of his livret, from the ace to the king inclusive, either previous to dealing the cards, or after any quantity of coups are made, or he may maſque his bets, or change his cards whenever he pleaſes, or finally decline punting, except an event is unſettled when not above eight cards are undealt.

The banker wins when the card equal in points to that on which the ſtake is ſet turns up on his right hand, but loſes when it is dealt to the left.

The punter loſes half the ſtake when his card comes out twice in the ſame coup.

The laſt card neither wins nor loſes.

The laſt card but one is called hocly, and forms part of the banker's gain; but now is frequently given up, and generally ſo in the laſt deal.

When by accident or deſign the pack happens to contain more or leſs than 52 cards, or ſhould the laſt coup be found deficient, owing to any miſdeal, however ariſing, whether diſcovered at the end or during the game, the bank muſt then pay every ſtake depending at the period when the error is detected, which payment muſt alſo be made if the cards are thrown up.

The dealer ſhould always be prepared to inform any punter how many cards remain.

The firſt card is never valid till the ſecond is dealt.

No perſon but the dealer or croup ſhould ever meddle with the cards, unleſs to cut them.

A paroli, &c. may be purchaſed by paying a ſum equivalent to the ſtake.

Method of Play.

THE tailleur and croup ſit oppoſite each other at a large oval table covered with a green cloth, on which is a line marked by coloured tape, or a wooden rim about an inch high, and eight from the edge of the table, for the purpoſe of ſeparating thoſe cards punted on from the others. Money is placed either looſe in a well, or done up in rouleaus. The tailleur is to deal while the croup pays and receives, guards againſt errors, and ſhuffles another pack of cards.

The game may be played by any number of perſons, each punter being furniſhed with a livret, from which having choſen a card, or cards, and placed the ſame on the table, juſt within the line, putting the ſtake either thereon, or upon other cards placed face downwards at the head of thoſe betted on. Then the dealer holds a pack of cards tight in his hand, and ſhewing the bottom one as a caution to avoid punting on it near the concluſion of the game, and to prevent miſtakes, a ſimilar card, with the corners cut off, is uſually laid in the middle of the table; proceeds to deal ſlowly, firſt to the right, afterwards to the left, mentioning every one as he goes on, and ſtopping between each two cards, while the croup ſettles the event.

When a punter gains, he may either take his money or paroli; if he wins again, he may play ſept & le va; ſhould he then prove ſucceſsful, he can paroli for quinze & le va; afterwards for trente & le va; and, finally, for ſoixante & le va, which is the higheſt chance in the game. Should the punter not like to venture ſo boldly,

he may make a paix, or pont; afterwards a double or treble paix, &c. or a ſingle, double, or treble paix-paroli. When doublets are dealt, the punter may either pay or make a pli.

A reckoning may be kept of the number of times each card is dealt, by properly placing a livret and bending the corners of ſimilar cards, one way for the punter, another way for the dealer.

Terms uſed at Faro.

BANKER; the perſon who keeps the table.

COUCHE or ENJEU; the ſtake.

COUP; *A Stroke or Pull.* Any two cards dealt alternately to the right and left.

CROUPIER; *Croup.* An aſſiſtant to the dealer.

DOUBLET. Is when the punter's card is turned up twice in the ſame coup, then the bank wins half the ſtake. A ſingle paroli muſt be taken down, but if there are ſeveral, only one retires.

HOCLY; *A Certainty.* Signifies the laſt card but one, the chance of which the banker claims, and may refuſe to let any punter withdraw a card when eight or leſs remain to be dealt.

LIVRET; *A ſmall Book.* A ſuit of 13 cards, with 4 others called FIGURES, viz. one named the little figure, has a blue croſs on each ſide, and repreſents ace, deuce, tray; another yellow on both ſides, ſtyled the yellow figure, ſignifies, 4, 5, 6; a third with a black lozenge in the centre, named the black figure, ſtands for 7, 8, 9, 10; and a red card, called the great or red figure, for knave, queen, king.

L'UNE POUR L'AUTRE; *One for the Other.* Means a drawn game, and is ſaid when two of the punter's cards are dealt in the ſame coup.

MASQUE. Signifies turning a card, or placing another face downwards, during any number of coups, on

that whereon the punter has ſtaked, and which he afterwards may diſplay at pleaſure.

Oppose; *The Oppoſite Game.* Is reverſing the game, and having the cards on the right for the punter, and thoſe on the left for the dealer.

Paix; *Peace.* Equivalent to double or quits; is, when the punter having won, don't chuſe to paroli and riſque his ſtake, but bends or makes a bridge of his card, ſignifying that he ventures his gains only. A double paix is, when the punter having won twice, bends two cards one over the other. Treble paix, thrice, &c. A paix may follow a ſept, &c. or quinze, &c. &c.

Paix-Paroli. Is when a punter has gained a paroli, wiſhes then to play double or quits, and ſave his original ſtake; double-paix-paroli ſucceeds to winning a paix-paroli; treble-paix-paroli follows double, &c.

Paroli; *Double.* Sometimes called *Cocking*, is when a punter, being fortunate, chuſes to venture both his ſtake and gains, which he intimates by bending a corner of his card upwards.

Pli; *Bending.* Is uſed when a punter, having loſt half his ſtake by a *doublet*, bends a card in the middle, and ſetting it up with the points and foot towards the dealer, ſignifies thereby a deſire either of recovering the moiety, or of loſing all.

Pont; *A Bridge.* The ſame as *Paix.*

Ponte; *A Point.* The punter or player.

Quinze & le Va; *Fifteen and it goes.* Is when the punter having won a ſept, &c. bends the third corner of the card, and ventures for 15 times his ſtake.

Sept & le Va; *Seven, &c.* Succeeds the gaining of a paroli, by which the punter being entitled to thrice his ſtake, riſks the whole again, and, bending his card a ſecond time, tries to win ſeven fold.

SOIXANTE & LE VA; *Sixty-three, &c.* Is when the player having obtained a trente, ventures all once more, which is ſignified by making a fifth paroli, either on another card, if he has parolied on one only before, or by breaking the ſide of that one which contains four, to purſue his luck in the next deal.

TAILLEUR; *The Dealer.* Generally the banker.

TRENTE & LE VA; *One and Thirty.* Follows a quinze, &c. when the punter again tries his luck, and makes a fourth paroli.

Odds at the Game of Faro.

THE chances of doublets vary according to the number of ſimilar cards remaining among thoſe undealt.

The odds againſt the punter encreaſe with every coup that is dealt.

When 20 cards remain in hand, and the punter's card but once in it, the banker's gain is 5 per cent.

When the punter's card is twice in 20, the banker's gain is about the 34th part of the ſtake.

When the punter's card is thrice in 20, the banker's gain is about 4 per cent.

When the punter's card is 4 times in 20, the banker's gain is nearly the 18th part of the ſtake.

When only 8 cards remain 'tis 5 to 3 } in favour
When but 6 are left, 'tis 2 to 1 } of the
And when no more than 4 3 to 1 } bank.

That the punter don't loſe his firſt ſtake is an even bet.

N. B. A punter plays on the ſquare by placing a ſtake, referring to both at the head of two cards that have been dealt thrice each, and neither of which is the bottom one.

For the table exhibiting the odds againſt winning any number of events ſucceſſively, ſee page 235.

A TABLE *for* FARO, *whereby the ſeveral Advantages of the Banker, in whatever Circumſtances he may happen to be, is ſeen ſufficiently near at the firſt View.*

N° of Cards in the Stock.	The N° of Times the Punter's Card is contained in the Stock.			
	1	2	3	4
52	**	**	**	50
50	**	94	65	48
48	48	90	62	46
46	46	86	60	44
44	44	82	57	42
42	42	78	54	40
40	40	74	52	38
38	38	70	49	36
36	36	66	46	34
34	34	62	44	32
32	32	58	41	30
30	30	54	38	28
28	28	50	36	26
26	26	46	33	24
24	24	42	30	22
22	22	38	28	20
20	20	34	25	18
18	18	30	22	16
16	16	26	20	14
14	14	22	17	12
12	12	18	14	10
10	10	14	12	8
8	8	11	9	6

Uſe of the foregoing Table.

EXAMPLE I.

To find the gain of the banker when there are 30 cards remaining in the ſtock, and the punter's card twice in it.

In the firſt column ſeek for the number anſwering to 30, the number of cards remaining in the ſtock: over againſt it, and under 2, at the head of the table, you will find 54, which ſhews that the banker's gain is the fifty-fourth part of the ſtake.

EXAMPLE II.

To find the gain of the banker when but 10 cards are remaining in the ſtock, and the punter's card thrice in it.

Againſt 10, the number of cards, in the firſt column, and under number 3, you will find 12, which donotes that the banker's gain is the twelfth part of the ſtake.

EXAMPLE III.

To find the banker's profit when the punter's cards remain twice in 22.

In the firſt column find 22, the number of cards, over againſt it under figure 2, at the head of the table, you will find 38, which ſhews that the gain is one 38th part of the ſtake.

EXAMPLE IV.

To find the banker's gain when eight cards remain, and the punter's card thrice among them.

In the firſt column ſeek for 8, on a line with which under the 3 ſtands the figure of 9, denoting the profits to be one-9th, or 2s. 4d. in the guinea.

Corollary 1.

From the table it appears, that the fewer cards there are in the ſtock, the greater is the gain of the banker.

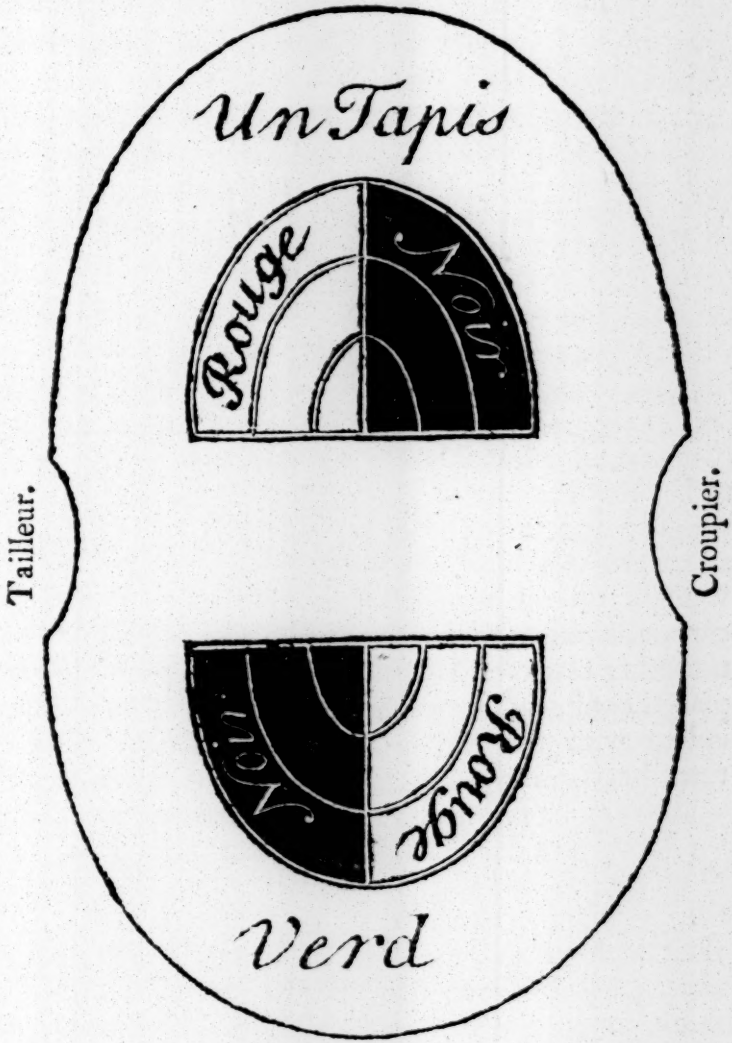
Corollary 2.

The leaſt gain of the banker under the ſame circumſtance is, when the punter's card is but twice in hand, the next greater when three times, ſtill greater when but once, and the greateſt of all when four times.

The profit of the banker is three per cent. upon all the ſums adventured, ſuppoſing the punter's to ſtop when only ſix cards remain, but with hocly 'tis full five per cent.

THE GAME OF ROUGE ET NOIR.

ROUGE et Noir, or *Red and Black*, is a modern game, ſo ſtyled, not from the cards, but from the colours marked on the tapis or cloth with which the table is covered.



The firſt parcel of cards played, is uſually for noir, the ſecond for rouge, though ſometimes the cards are cut to determine which ſhall begin. All the terms of this game are French, and that language is uſed in playing.

Any number of perſons may play, and the punters may riſk their money on which colour they pleaſe, placing the ſtakes in the outer ſemicircle.

The tailleur and croupier being ſeated oppoſite each other, with a baſket for receiving the cards of every coup after dealing, placed on the middle of the table. The tailleur then paſſing round ſix packs of cards to be ſhuffled and mixed confuſedly all together by the company, afterwards finally ſhuffles them, and inſerts all the end cards into various parts of the 312, till he meets with an honour, which being placed upright at the end, is offered to a punter, who, putting the ſame into any part of the pack, the tailleur there ſeparates it, and lays that part which was below the ſaid honour uppermoſt, and taking therefrom a handful of cards, and placing a weight upon the remainder, proceeds to deal, taking afterwards other parcels from the heap as they may be wanted, till all are dealt out. He looks at the firſt card, and puts it face downwards; two others, one red, the other black, are then laid back to back, and that placed conſpicuouſly uppermoſt, which is of a ſimilar colour with the ſaid firſt card; theſe two cards are turned according to the colour of that card which afterwards may be firſt dealt in each ſucceeding coup. When the ſtakes are depoſited, the tailleur cries noir, turns the top card, and places each ſucceeding one in a row, till the points of thoſe ſo turned ſhall exceed thirty; he then declares the numbers, at trente & une, *one and thirty*; or, if above that, up to forty, he only ſays, deux, trois, quatre, cinq, ſix, ſept, huit, neuf, *two*,

three, *four*, *five*, *ſix*, *ſeven*, *eight*, *nine*, and when *forty*, quarante.

Another parcel is then dealt in a ſimilar mode for rouge, and the punters win who had ſtaked on that colour, the points for which were thirty-one or neareſt to it, which the tailleur declares, by ſaying rouge gagne, *Red wins*; or rouge perd, *Red loſes*. Theſe two parcels, one for each colour, make a coup. When the ſame number is dealt for each, the tailleur ſays, apres, *after*, which forms un refait, or *Doublet*, by which neither party loſes, except 'tis un refait trente & un, *one-and-thirty*, when the tailleur wins half the ſtakes punted on each colour, which half the punters may either pay, or have their ſtake moved into the middle ſemicircle of the colour they then chooſe, called la premiere priſon, *the firſt Priſon*, to be determined by the next event, whether they loſe all or are ſet at liberty; but if un refait ſecond trente & un, *a ſecond Doublet of one-and-thirty*, ſhould occur in the next ſucceeding deal, the punters loſe only one half of their remaining moiety, making three-fourths of their original ſtakes, and are removed into the ſmalleſt ſemicircle, ſtyled la ſeconde priſon, *the ſecond Priſon*, and the next coup determines whether the punter loſes all, or is to be removed again into *la premiere Priſon*.

Punters after winning may paroli, &c. and purſue their luck up to a ſoixante, as at faro; but as no livrets are uſed at rouge et noir, they cannot make either paix or pont.

At this game a banker cannot refuſe any ſtake not exceeding his fund; which the punter declares, by ſaying, Je va la Banque, Va la Banque, or Va Banque, *I go at the Bank*.

Bankers generally furniſh punters with ſlips of card paper, ruled in columns, each marked N or R at the top, on which accounts are kept by pricking with a

pin, and when un refait happens, the ſame is denoted by running the pin through the middle line.

Some bankers give up the profit of le refait during the firſt deal.

The odds againſt le refait being dealt, are reckoned 63 to 1, but bankers acknowledge they expect it twice in three deals, and there are generally from 29 to 32 coups in each deal.

For the table exhibiting the odds againſt winning any number of events ſucceſſively, ſee page 235.

THE GAME OF CRIBBAGE.

CRIBBAGE, a game differing from all others by its moſt immense variety of chances, and generally reckoned uſeful to inſtruct young people in the ſcience of calculation, is played ſeveral ways, either by two, three, or four perſons, with 5, 6, or ſometimes 8 cards; the rules alſo vary a little in different companies; but the following are thoſe moſt generally allowed of.

The dealer may diſcover his own cards, though if he ſhews any of the adverſary's, that adverſary is entitled to mark two points, and alſo at liberty to call a freſh deal.

Should too many cards be dealt to either party, the non-dealer may ſcore two points, and likewiſe demand another deal, upon the error being detected previous to taking up the cards; but if he does not wiſh a new deal, in that caſe the extra cards muſt be drawn; and when any player is obſerved to have in hand more than the proper number of cards, then the opponent ſhall ſet up 4 points, and call a new deal.

If any perſon ſhall meddle with the cards after dealing, till the period of cutting them for the turn-up card, then his opponent ſhall ſcore two points.

When any player ſcores more than entitled to, the other party ſhall not only put him back as many points as are overmarked, but likewiſe ſcore the ſame extra number for his own game.

Should either party meddle even with his own pegs unneceſſarily, the opponent may take 2 points, and if any one takes out his front peg, he muſt place the ſame back behind the other; tho' when any are miſplaced by accident, a bye-ſtander ſhould replace the ſame according to the beſt of his judgment, but never otherwiſe interfere.

When any player miſcalculates or neglects to ſet up what he is entitled to, the adverſary is, in ſome companies, allowed to take the points ſo omitted; but in others that is not done, the inattentive perſon being only prohibited from afterwards ſcoring them.

Each player may place his own cards, when done with, on the pack.

In five-card cribbage, the cards are to be dealt one by one alternately, but when played with 6 cards, then it is cuſtomary to give three, and if with 8 cards, four at a time.

The non-dealer at the commencement of the game in five-card cribbage ſcores three points, called taking *three for laſt*, but in 6 and 8 card cribbage that is not to be done.

Some parties permit of fluſhes in play to be reckoned, when three or more cards of a ſuit are laid down ſucceſſively.

Mode of playing Five-card Cribbage.

CRIBBAGE boards are ſo univerſally known, that it is unneceſſary to deſcribe them; and the 61 points or holes marked thereon make the game. Each player is firſt to lay out two of the five cards for the crib, which always belongs to the dealer; next the adverſary cuts the remainder of the pack, and the dealer turns up

and lays on the crib the uppermoſt card, for which, if a knave, he marks two points. The card turned up is to be reckoned by both parties, whether in ſhewing their hands or crib. After laying out and cutting as above mentioned, the eldeſt hand plays any card which the other endeavours to pair, or to find one, the points of which reckoned with the firſt will make 15; then the non-dealer plays another card, trying to make a pair, pair-royal, ſequence, fluſh where allowed of, or 15, provided the cards already played have not exceeded that number, and ſo on alternately till the points of the cards played make 31, or the neareſt poſſible number under that.

When the party whoſe turn it may be to play cannot produce a card that will make 31, or come in under that number, he then ſays, *Go*, to his antagoniſt, who thereupon is to play any card he has that will come in to make 31, if he can, and take two points, or to ſcore one for the end hole; and beſides, the laſt player has often opportunities to make pairs, or ſequences. Such cards as remain after this, are not to be played; but each party having, during the play, ſcored his points gained, in the manner as directed below, proceeds, the non-dealers firſt, then the dealer, to count and take for his hand and crib as follows, reckoning the cards every way they can poſſibly be varied, and always including the turned-up card.

For every 15 ——— 2 points.
——— Pair, or two of a ſort 2 points.
——— Pair-royal, or three of a ſort 6 points.
——— Double pair-royal, or 4 ditto 12 points.
——— Sequence of any ſuits, according to the No.
——— Fluſhes according to the No.
——— Knave, or noddy, of the ſame ſuit as turned up, 1 point; but when turned up it is not to be rec-

koned again, nor is any thing to be taken for it when played.

N. B. Three cards of the ſame ſuit in hand, or four in crib, uſually entitle the player to reckon that number, and alſo one more when the turned-up card happens to be of the ſame ſuit; but among profeſſed gameſters it is not cuſtomary to allow fluſhes in crib, unleſs all the cards, including that turned up, are a ſimilar ſuit.

In laying out cards for the crib, it is always requiſite that every player ſhould conſider not only his own hand, but alſo whom the crib belongs to, as well as the ſtate of the game; for what might be proper in one ſituation would be highly imprudent in another. A player, when he does not thereby injure his hand, ſhould, for his own crib, lay out cloſe cards, in hopes of making a ſequence, or two of a ſuit, in expectation of a fluſh, or any cards that of themſelves amount to 15, or ſuch as reckoned with any others will make that number, except when the antagoniſt is nearly up, and it may be expedient to keep ſuch cards that probably might prevent him from gaining at play. The direct contrary method ſhould be purſued in reſpect to the adverſary's crib, which each perſon ſhould endeavour to baulk, by laying out thoſe cards that are not likely to prove of advantage, unleſs at ſuch a ſtage of the game, when it may be of conſequence to keep in hand cards likely to tell in play, or when the non-dealer would either be out by his hand, or has reaſons for judging the crib of little moment. The king is a good card to baulk a crib, as none can form a ſequence beyond it. Low cards are generally the moſt likely to gain at play. Fluſhes and ſequences are for the moſt part eligible hands, as thereby the player is often enabled either to aſſiſt his own crib, or baulk that of the opponent; to whom a knave ſhould never be given, if with propriety it can be retained. Sequences in play need not be laid down in order;

it is ſufficient that the cards on the table will form a ſequence without any other one intervening; as for inſtance, ſuppoſe a ſix firſt played, then a four, and afterwards a tray, if a deuce follows, it will make ſequence of three; then if a five, it will be a ſequence of four; and if an ace or ſeven ſucceeds the five, a ſequence of ſix; though ſhould a ten, or any other card that will not run on regular, be played as the fourth, the ſequence then will be totally prevented.

Twenty-nine is the greateſt poſſible number that can be gained by the ſhew of any hand, or crib, either in five or ſix card cribbage, and is compoſed of three fives and a knave, with a fourth five, of the ſame ſuit as the knave, turned up; this very ſeldom happens; but twenty-four is not an uncommon number, and may be formed of four threes and a nine, or two fours, one five, and two ſixes; and ſome other combinations that a little experience will point out.

The almoſt endleſs variety in cribbage renders it impoſſible to give, in a ſmall compaſs, ſufficient directions for learners to put out, retain, or play their cards to the beſt advantage in all the different ſituations of the game; experience and attention combined with calculation will ſoon do the whole. The chances are often ſo extraordinary and unexpected, that even between ſkilful gameſters it is poſſible at five card cribbage, when the adverſary is 56, for a lucky player, who had not previouſly made a ſingle hole, to be more than up in two deals, his opponent getting no further than 60 in that time; and in four hand cribbage a caſe may occur, wherein none of the parties hold a ſingle point in hand, and yet the dealer and his friend, with the aſſiſtance of knave turned up, may make 61 by play in one deal, while their adverſaries only get 24; and tho' theſe particular games, as ſtated hereafter, may not happen of

many years, yet others nearly ſimilar may now and then be met with.

Suppoſe *A* to be 56, and *B*, whoſe turn it is to deal, not having gained a ſingle point, gives *A* one ſix, two ſevens, a three, and a four, and to himſelf three ſixes, a deuce, and a three, he laying out the deuce and three: *A* the three and four to the crib, for which the turn-up card proves another three. *A* then plays a ſeven, *B* a ſix, making 13; then *A* another ſix, making 19, and ſcores two for a pair; *B* a third ſix, making 25, and a pair-royal, for which he ſcores 6

A not being able to come in, *B* plays the fourth ſix, making a double pair-royal, with two for 31 14

A ſhews and marks two for the pair of ſevens in his hand; *B* ſhews and ſets up 12 for his hand, and 17 for crib — — 29

Second deal, *A* gives *B* three, four, and five of the ſame ſuit, with any two tenth cards; and to himſelf ſeven, eight, nine, and likewiſe two tenth cards; each perſon laying out his two tenth cards for the crib, and a three again turned up. *B* plays a four, *A* an eight, making 12, *B* a three, 15, and ſcores — 2

A follows with the nine, making 24, *B* his five, 29, and the end hole — 1

And ſcores alſo for his hand — 13

Making in all four more than game — 65

In the other caſe *A* and *B* play againſt *C* and *D*. *A* deals to every one a three, four, ſix, ſeven, and any tenth card, which laſt mentioned each, to play judiciouſly, ſhould put out for the crib; then ſuppoſe a

knave turned up, for which *A* and *B* ſcore		2
C begins with a four.		
B pairs the ſame and ſets up —		2
D makes a pair-royal ——	6	
A a double pair-royal ——		12
C then follows with a three.		
B pairs that alſo ———		2
D makes another pair-royal ——	6	
A the double ditto, and end hole		13
C goes on with a ſeven, which		
B likewiſe pairs ——		2
D plays the third ſeven ——	6	
A the fourth ſeven, and end hole again		13
C now plays his ſix.		
B pairs it —— ——		2
D makes the pair-royal again ——	6	
A the double ditto, and end hole —		13
	24	61

Odds of the Game.

THE chances of points in a hand are calculated at more than four, and under five; and thoſe to be gained in play are reckoned two to the dealer, and one to the adverſary, making in all about ſix on the average, throughout the game; and the probability of thoſe in the crib are eſtimated at five; ſo that each player ought to make ſixteen in two deals, and onward in the ſame proportion to the end of the game, by which it appears that the firſt dealer has rather the advantage, ſuppoſing the cards to run equal, and the players likewiſe equally matched in ſkill. By attending to the above calculation any player may judge whether he is at home or not, and thereby play his game accordingly, either by making a puſh when he is behind and holds good cards, or by endeavouring to baulk the opponent when his hand proves indifferent.

In favour of the Dealer.

Each party being even 5 holes going up,	is 6	to 4
——— ——— at 10 holes each	12 —	11
——— ——— 15 ditto —	7 —	4
——— ——— 20 each ——	6 —	4
——— ——— 25 each ——	11 —	10
——— ——— 30 each ——	9 —	5
——— ——— 35 each ——	7 —	6
——— ——— 40 each ——	10 —	9
——— ——— 45 each ——	12 —	8
——— ——— 50 each ——	5 —	2
——— ——— 55 each ——	21 —	20
——— ——— 60 each ——	2 —	1
When the dealer wants 3 and his opponent 4,	5 —	4
In all situations of the game, till within 15 of the end, when the dealer is 5 points a head.	3 —	1
But when within 15 of the end	8 —	1
And if the dealer wants 6, and the adversary 11, ———	10 —	1
Should the dealer be 10 a head, it is 4 or	5 —	1
And near the end of the game, 10 or	12 —	1
When the dealer wants 16 and the antagonist 11, ———	21 —	20

Againſt the Dealer.

Both players being even at 56 holes each,	is 7	to 5
——— ——— ——— ——— 57 ——— ——	7 —	4
——— ——— ——— ——— 58 ——— ———	3 —	2
If the dealer wants 20, and his opponent 17	5 —	4
When the dealer is five points behind, previous to turning the top of the board ——	6 —	5
When he is 31, and the antagoniſt 36	6 —	4
When 36, and the adverſary 41 ——	7 —	4

Even Betting.

When at 59 holes each player.

In all points of the game, till within 20 of the end, if the non-dealer is three a-head.

The dealer wanting 14, and his antagoniſt 9
Ditto —— 11, Ditto —— 7

Three or four-hand cribbage differs only from the preceding, as the parties put out but one card each to the crib, and when thirty-one, or near as can be, have been made, then the next eldeſt hand leads, and the players go on again, in rotation, with any remaining cards, till all are played out, before they proceed to ſhew.

A ſort of three-hand cribbage is ſometimes played, wherein one perſon ſits out, not each game, but each deal, in rotation. In this the firſt dealer generally wins.

Six-card cribbage varies from that played with five, as the players (always only two) commence on an equality, without ſcoring any points for laſt, retain four cards in hand, and all the cards are to be played out, as in three and four hand cribbage with five cards.

At this Game it is of advantage to the laſt player to keep as cloſe cards as poſſible, in hopes of coming in for fifteen, a ſequence, or pair, beſides the end hole or thirty-one.

The firſt dealer is reckoned to have ſome trifling advantage, and each player may, on the average, expect to make twenty-five points in every two deals.

The firſt non-dealer is conſidered to have a preference, when he gains ten or more the firſt hand, and the dealer not making more than his average number.

Sometimes eight card cribbage is played; but very ſeldom.

Theſe games of three and four hand cribbage, and thoſe of ſix or eight cards, are eaſier than that of five

cards by two perſons, and conſequently are not near ſo much in vogue with profeſſed gameſters.

Some ingenious people in London invented a game of chance they ſtyled playing at cribbage by hackney coaches; that is, two perſons ſeating themſelves at a window in ſome great thoroughfare ſtreet, one would take all the coaches from the right, the other from the left; the figures on the doors of the carriages were reckoned as cards in ſhew, and every man or boy that happened to ſit, ſtand, or hold at the back of any of them, were called Noddies, and one ſcored for each.

THE GAME OF MATRIMONY.

MATRIMONY may be played by any number of of Perſons from 5 to 14. This game is compoſed of 5 chances, uſually marked on a board or ſheet of paper, as under.

Beſt
The Ace of Diamonds turned up.

Confederacy
King and Knave.

INTRIGUE,

OR

QUEEN AND KNAVE.

Matrimony
King and Queen.

Pairs
The Higheſt.

N. B. The ace of diamonds turned up takes the whole pool, but when in hand ranks only as any other ace, and if not turned up, nor any ace in hand, then king, or the next beſt card, wins the chance ſtyled Leſt.

This game is generally played with counters, and the dealer ſtakes what he pleaſes on each chance, the other players depoſiting each the ſame quantity, except one; that is, when the dealer ſtakes twelve, the reſt of the company lay on eleven each. After this, two cards are dealt round to every one, then to each one other card turned up, and he who ſo happens to get the ace of diamonds ſweeps all; if it is not turned up, then each player ſhews his hand, and any of them having matrimony, intrigue, &c. takes the counters on that point; and when two or more people happen to have a ſimilar combination, the eldeſt hand has the preference, and ſhould any chance not be gained, it ſtands over to the next deal.

THE GAME OF CASSINO.

CASSINO is generally played by four people, but occaſionally by three or two; the points conſiſt of eleven, and the lurch is ſix.

The points are thus calculated:

That party which obtains the great caſſino (or ten of diamonds) reckons — — 2 points.
Ditto, little caſſino (the deuce of ſpades) 1
The four aces one point each — 4
The majority in ſpades — 1
The majority of cards — 3
Beſides a ſweep before the end of the game, when a player can match all on the board, reckons — — 1

In ſome deals at this game it may ſo happen, that neither party wins any thing, as the points are not ſet up according to the tricks, &c. obtained, but the ſmaller number is conſtantly ſubtracted from the larger both in cards and points, and if they both prove equal, the game commences again, and the deal goes on in rotation: when three perſons play at this game, then the two loweſt add their points together, and ſubtract from the higheſt.

LAWS.

The deal and partners are determined by cutting, as at whiſt, and the dealer gives four cards by one at a time to every player, and lays in any manner he likes, either regularly as he deals, or by 1, 2, 3, or 4 at a time; four more face upwards on the board, and after the firſt cards are played, four others are to be dealt to each perſon till the pack is concluded; but 'tis only in the firſt deal that any cards are to be turned up.

The deal is not loſt when a card is faced by the dealer, unleſs in the firſt round before any of the four cards are turned up on the table; and if a card happens to be faced in the pack before any of the ſaid four are turned up, then the deal muſt be begun again.

Any perſon playing with leſs than four cards muſt abide by the loſs, and ſhould a card be found under the table, the player whoſe number is deficient is to take the ſame.

Each perſon plays one card at a time, with which he may not only take every card of the ſame denomination on the table, but likewiſe all that will combine therewith; as for inſtance, a ten takes not only every ten, but alſo nine and ace, eight and deuce, ſeven and three, ſix and four, or two fives.

The number of tricks are not to be counted before all the cards are played, nor may any trick but that laſt won

be looked at; and every miſtake muſt be challenged immediately.

The player who obtains the laſt trick ſweeps all the cards then remaining unmatched on the table.

RULES.

The principal objects are to remember what has been played; and when no pairs or combinations can be made, to clear the hand of court cards, which are only of ſervice in pairing or in gaining the final ſweep; and if no court cards are left, 'tis beſt to play any ſmall ones, except aces, as thereby combinations are often prevented.

In making pairs and combinations a preference ſhould always be given to ſpades, for obtaining a majority of them may ſave the game.

When three aces are out, take the firſt opportunity to play the fourth, as it then cannot pair; but when there is another ace remaining, it is better even to play the little caſſino, that can only make one point, than to riſk the ace, which may be paired by the opponent, and make a difference of two points.

Do not neglect ſweeping the board when opportunity offers; always prefer taking up the card laid down by the opponent, alſo as many as poſſible with one, endeavouring likewiſe to win the laſt cards.

While great or little caſſino is in, avoid playing either a ten or a deuce.

When you hold a pair, lay down one of them, unleſs when there is both a ſimilar card on the table, and the fourth is not yet out.

Attend to the adverſaries ſcore, and, if poſſible, prevent them from ſaving their lurch, even though you otherwiſe ſeemingly get leſs yourſelf, particularly if you can hinder them from clearing the board.

At the commencement of a game, combine all the cards poſſible, for that is more difficult than pairing; but when combinations cannot be made, don't omit to pair, and alſo carefully avoid loſing opportunities of making tricks.

THE GAME OF GOFF, OR GOLF.

THE favourite ſummer amuſement in Scotland is played with clubs and balls. The club is taper, terminating in the part that ſtrikes the ball, which is faced with horn, and loaded with lead. But of this there are ſix ſorts uſed by good players; namely, the *common club*, uſed when the ball lies on the ground; the *ſcraper* and *half ſcraper*, when in long graſs; the *ſpoon* when in a hollow; the *heavy iron club*, when it lies deep among ſtones or mud; and the *light iron ditto*, when on the ſurface of chingle or ſandy ground.

The balls are conſiderably ſmaller than thoſe uſed at cricket, but much harder; they are made of horſe leather, ſtuffed with feathers in a peculiar manner, and boiled.

The ground may be circular, triangular, or a ſemicircle. The number of holes are not limited; that always depends on what the length of the ground will admit. The general diſtance between one hole and another is about a quarter of a mile, which commences and terminates every game; and the party who gets their ball in by the feweſt number of ſtrokes are the victors.

Two, four, ſix, eight, or as many as chooſe, may play together; but what is called the good game never exceeds four; that number being allowed to afford beſt

diverſion, and not ſo liable to confuſion as ſix, eight, ten, or twelve might be.

The more riſing or uneven the ground, requires the greater nicety or ſkill in the players; on which account it is always given the preference to by proficients.

Light balls are uſed when playing with the wind, and heavy ones againſt it.

At the beginning of each game the ball is allowed to be elevated to whatever height the player chooſes, for the convenience of ſtriking; but not afterwards.

This is done by means of ſand or clay, called a *Teeing*.

The balls which are played off at the beginning of the game muſt not be changed until the next hole is won, even if they ſhould happen to burſt.

When a ball happens to be loſt, that hole is loſt to the party.

If a ball ſhould be accidentally ſtopped, the player is allowed to take his ſtroke again.

Suppoſe four are to play the game, *A* and *B* againſt *C* and *D*; each party having a ball, they proceed thus:

A ſtrikes off firſt—*C* next; but perhaps does not drive his ball above half the diſtance *A* did, on which account *D*, his partner, next ſtrikes it, which is called *one more*, to get it as forward as that of their antagoniſts, or as much beyond it as poſſible; if this is done, then *B* ſtrikes *A*'s ball, which is called playing *the like*, or equal, of their opponents. But if *C* and *D*, by their ball being in an awkward ſituation, ſhould not be able, by playing *one more*, to get it as forward as *A*'s, they are to play in turn, *two*, *three*, or as many more until that is accompliſhed, before *B* ſtrikes his partner's ball; which he calls *one to two*, or *one to three*, or as many ſtrokes as they required to get to the ſame diſtance as

A did by his once playing. The ball is ſtruck alternately, if the parties are equal, or nearly ſo.

THE GAME OF CONNEXIONS.

THIS game may be played by either three or four people; if the former number, 10 cards each are to be given; but if the latter, then only eight a piece, which are dealt and bear the ſame import as at whiſt, except that diamonds are always trumps here.

The connexions are formed as follow:

1ſt. By the two black aces.

2d. The ace of ſpades and king of hearts.

3d. The ace of clubs and king of hearts.

For the firſt connexion 2s. are drawn from the pool; for the ſecond 1s.; and for the third, and by the winner of the majority in tricks, 6d. each is taken. Theſe ſums are ſuppoſing guineas ſtaked, but when only ſilver is pooled, then pence are drawn.

A trump played in any round where there is a connexion wins the trick, otherwiſe it is gained by the player of the firſt card of connexion, and after a connexion any following player may trump without incurring a revoke, and alſo whatſoever ſuit may be led, the perſon holding a card of connexion, is at liberty to play the ſame, but the others muſt, if poſſible, follow ſuit, unleſs one of them can anſwer the connexion, which ſhould be done in preference.

No money can be drawn till the hands are finiſhed, then the poſſeſſors of the connexions are to take firſt according to precedence, and thoſe having the majority of tricks take laſt.

THE GAME OF REVERSIS.

REVERSIS is played by four perſons, with every one a box, containing ſix contracts, reckoned as 48 fiſh each, twenty counters 6 fiſh each, and thirty-two fiſh, making in all 400 fiſh; likewiſe with two pools, called the great and the little quinola pools, (the great one to be under the little) which are always to be placed on the dealer's right hand. For this game the tens muſt be taken out from a pack of cards; the deal is to the right; three cards are given to each player the firſt round, and four to the dealer, afterwards always four, ſo that the non-dealers will have eleven cards each, and the dealer twelve, with three remaining, to be placed ſingly in the middle of the table oppoſite to each non-dealer, who is to put out a card, under the pools, and replace it with the card that is oppoſite to him on the table; the dealer likewiſe puts out one, but does not take in: ſhould, however, there be three remiſes or ſtakes in the pools, then it is in any player's option to take a card or not; if he does not, he may ſee the card, before the ſame is placed to the diſcard; then, previous to playing any card, the oppoſite parties exchange one with each other. The cards rank as at whiſt, and the points in the tricks are forty, each ace reckoning four, king three, queen two, and knave one.

The points in the diſcard, which form the *party*, reckon as in the tricks, except the ace of diamonds, and the knave of hearts, as great quinola; the former reckoning five, and the latter four. The player having the feweſt points wins the party. If two have the ſame number of points, then he who has the feweſt tricks, has the preference; if points and tricks are equal, then he who dealt laſt wins; but he who has

not a trick has the preference over a trick without points; and the eſpagnolette played, and won, gains the party in preference to the laſt dealer. When every trick is made by the ſame perſon, there is no party; and this is called making the reverſis.

The great *quinola* pool, is to conſiſt of twenty-ſix fiſh, and to be renewed every time the ſame is cleared, or has fewer in it than the twenty-ſix; this ſtake is attached to the knave of hearts, or great quinola, which cannot be put to the diſcard, unleſs there are three ſtakes, or a hundred fiſh in the pool. The little quinola pool, conſiſting of thirteen fiſh, attached to the queen of hearts, as little quinola, is to be renewed in the ſame manner, in proportion as the other, and the little quinola cannot be put to the diſcard, unleſs there are three ſtakes, or fifty fiſh in the pool. Each time either or both of the quinolas are placed, or played on a renounce, they are entitled to the ſtakes attached to them, except when there are three ſtakes in the pool, then the great quinola is to receive a hundred fiſh, and the little quinola fifty: on the contrary, each time the quinolas are forced, led out or gergi, the ſtakes are to be paid in the ſame proportion as they would have been received, except in the ſingle inſtance of the perſon who played the quinolas making the reverſis, when the quinola, to be entitled to any benefit, muſt be played before the two laſt tricks.

Every trick muſt be made by one perſon to make the *reverſis*, which is undertaken when the firſt nine tricks are gained by the ſame perſon; there is then an end of the party, and of the quinolas if held by him, except he has played both or either of them before the two laſt tricks; but, on the contrary, ſhould his reverſis be broken, he then is not only to pay the reverſis broken, but the ſtakes to the pools, for the quinolas he may have played before the reverſis was undertaken. All

conſolations paid for aces or quinolas, by the perſon undertaking the reverſis, are to be returned on winning it.

The *eſpagnolette* is either ſimply four aces, three aces and one quinola, or two aces and two quinolas. The player having the ſame, has a right to renounce in every ſuit, during the whole game, and if he can avoid winning any trick, and there is no reverſis, he of courſe wins the party in preference to him who is better placed; but if obliged to win a trick, he then pays the party to the other, and returns the conſolations he may have received for aces or quinolas; and if he has a quinola, he muſt pay the ſtake to the pool, inſtead of receiving it. The player having the eſpagnolette, is at liberty to wave his privilege, and play his game as a common one, but loſes that privilege the moment he has renounced playing in ſuit. The player of the eſpagnolette receives conſolation in any part of the game, if he forces the quinola.

If the reverſis is won or broke, the eſpagnolette pays ſingly for all the company. When the perſon holding the eſpagnolette can break the reverſis, he is payed, as before mentioned, by the perſon whoſe reverſis he broke; he can likewiſe undertake the reverſis, but then his hand muſt be played as a common game. If the eſpagnolette has placed his quinola, and there is a reverſis either made or broken, he is not to receive the ſtake; for when the reverſis is attempted, the ſtakes are neither received or paid, except by him who undertakes the ſame. If, by another player having the ace or king of hearts, the eſpagnolette has in any part of the game either of his quinolas forced, he pays the ſtake and his conſolation to him that forces, except there is a reverſis.

The dealer always puts two fiſh into the great quinola pool, and one into the little; beſides which every

player, at the commencement, puts into the former ſix fiſh, and into the latter three; and each time the ſtakes are drawn, or when there are fewer fiſh in the pool than the original ſtake, the pool muſt be repleniſhed as at firſt. To the points in the diſcard, four are to be added for the party. The perſon who gives an ace upon a renounce, receives a fiſh from the perſon who wins the trick; if the ace of diamonds, he will receive two. The perſon who forces an ace, receives the ſame payments from all the players. The great quinola placed upon a renounce, receives ſix fiſh; the little quinola three; and if either of them is forced, the perſon who forces receives the ſame payment from each player; and theſe payments ſhould be made immediately, without being aſked for. One or more aces, or either of the quinolas played, or gergi, that is, *led out*, pay the ſame as if they had been forced to the perſon who wins the party, but it is for him to recollect and demand them. When either ace or quinola are placed, played, or gergi the laſt card, it is called *à la bonne*, and are payed double, and all payments whatever are double to the perſon who ſits oppoſite. The payment for the reverſis made or broke, is eighty fiſh; each player paying twenty, and the oppoſite party forty, when the reverſis is made; but when broken, the whole is paid by the perſon whoſe reverſis is broken; that is, he pays the perſon breaking it exactly the ſame number of fiſh he would have received had he won it.

Laws of the Game of Reverſis.

I. The perſon who miſdeals, loſes his deal.

II. If any player takes his card without having put out to the diſcard, the deal goes for nothing.

III. The eldeſt hand ought to take care that all the players have put their ſtakes into the pools; if not, he muſt make good the deficiency.

IV. The diſcard is not to be changed after being put out.

V. The eldeſt hand ſhould not play a card till the diſcard is complete; ſhould he have played, he is permitted, if nobody has played to it, to take up the ſame and play another.

VI. No perſon muſt play before his turn.

VII. If at the end of the game it is perceived there is an error in the diſcard, the deal muſt be made again.

VIII. When the cards are cut, it is too late to aſk for any payments.

IX. The player who flings down his game, thinking he can win the remaining tricks, is to pay for any ace or quinola that has or can be placed or given; and, in caſe of undertaking a reverſis, the perſon who might break it can oblige him to play the cards as he who can break it ſhall direct.

X. When a player, whether thinking he has won the party or not, aſks for the aces or quinolas led out, before the perſon who has really won the party has demanded them, he is to pay for him who might otherwiſe have been called upon to pay.

XI. Before playing a card it is always permitted to aſk how the cards have been played, but it is not allowed to obſerve it to others who may not make the enquiry.

XII. The player is permitted to examine all his own tricks at any time, but not to look at thoſe of any other perſon, except the laſt trick.

THE GAME OF PUT.

PUT, played with a complete pack, generally by two people, ſometimes by three, and often by four, is a

game at which the cards rank differently from all others, tray being the beſt, next the deuce, then ace, king, and ſo on in the uſual order. After cutting for deal, &c. at which the higheſt put-card wins, three cards, by one at a time, are given to each player, then the game is played either of the following ways: 1ſt, If the non-dealer throws up his cards, he loſes a point, if he plays, and the dealer does not lay down another to it, he gains a point; but, ſhould the dealer put to the card played, the game goes on: 2nd, when the non-dealer plays a card, and the adverſary either wins the ſame, paſſes it, or lays down one of equal value, forming what is ſtyled a tie, the non-dealer is ſtill at liberty to put, that is play, or not, and his opponent then only gains a point; the dealer has alſo the ſame privilege, and, if he refuſes to put, then his antagoniſt is entitled to a point; but if both parties agree to go on, whoever gains all the tricks or two out of three, wins five points, which are the game; if each player obtains one trick, and the third is a tie, then neither party ſcores.

Four-handed put differs only in that any two of the players give each their beſt card to his partner, who then lays out one of his, and the game is afterwards played as in two-handed put. If the dealer turns up any of his adverſary's cards, another deal may be demanded; but, when he ſhews his own, he is to abide by them: and ſhould a faced card occur, the pack muſt be ſhuffled and dealt again: when more cards than neceſſary are given to the non-dealer, he may either claim a freſh deal, or have the extra cards drawn out; but ſhould the dealer give himſelf too many, then his opponent is entitled to a point, and may either have another deal, or draw the ſupernumerary cards.

Bye-ſtanders ought never to interfere, under penalty of paying the ſtakes.

Either party ſaying *I put* muſt abide the event of the game, or pay tbe ſtakes.

THE GAME OF ALL-FOURS.

THIS game, played by two people, with a complete pack, derives its name from the four chances therein, for each of which a point is ſcored, namely, *high*, the beſt trump out; *low*, the ſmalleſt trump dealt; *jack*, the knave of trumps; *game*, the majority of pips reckoned from ſuch of the following cards as the reſpective players have in their tricks; viz. every ace is counted as 4; king, 3; queen, 2; knave, 1; and ten for 10. Low is always ſcored by the perſon to whom it was dealt; but jack being the property of whoever can win or ſave it, the poſſeſſor is permitted to revoke and trump with that card: and when turned up as trump the dealer ſcores; it is alſo allowable for the player who lays down a high or low trump to enquire at the time whether the ſame be high or low.

After cutting for deal, at which either the higheſt or loweſt card wins, as previouſly fixed, ſix are to be given to each player, either by three or one at a time, and the 13th turned up for trump; then if the eldeſt don't like his cards, he may, for once in a hand, ſay, *I beg*, when the dealer muſt either give a point or three more cards to each, and turn up the 7th for trump; but if that ſhould prove of the ſame ſuit as the firſt turned up, then three cards more are to be given, and ſo on till a different ſuit occurs. The cards rank as at whiſt, and each player ſhould always ſtrive to ſecure his own tens and court cards, or take thoſe of the adverſary, to obtain which, except when commanding cards are held, 'tis uſual to play a low one to throw the lead into the opponent's hand. Ten or eleven points form the game, which may be ſet up as at whiſt, though a very cuſtomary method is to draw two cards from the pack, and

lay them one on the other, ſo as to exhibit only the number of pips the player has gained.

When the dealer ſhews any of his adverſary's cards a new deal may be demanded, but in ſhewing his own he muſt abide by the ſame.

If diſcovered, previous to playing, that too many cards are given to either party, a freſh deal may be claimed, or the extra cards drawn out by the opponent; but ſhould even a ſingle card have been played, then there muſt be another deal.

With ſtrict players the adverſary may ſcore a point whenever his opponent don't trump or follow ſuit, and each calculates his game without inſpecting the tricks, which when erroneouſly ſet up muſt not only be taken down, but alſo the antagoniſt either ſcores four points or one as ſhall have been agreed on.

TREATISE ON GAME-COCKS.

Directions for Breeding Game-Cocks.

CHOOSE the breeding cock from a ſtrain which has generally, if not always, won the odd battle when equally matched; be alſo thoroughly convinced that he is perfectly ſound, by attending to his manner of feeding, where if he eats corn enough to make his crop very hard, and digeſts the ſame ſpeedily, that is as ſure a ſign his conſtitution is good, as that it is rotten when he eats but little, and has a bad digeſtion; for greater certainty, try alſo by running him down in a field, and ſparring with another cock, at either of which, if unſound, he will turn black in the face; prove the hens too in a ſimilar manner, and be aſſured there has not been the leaſt taint in their race for many generations paſt. The cock, in reſpect to exterior qualifications, ſhould

poſſeſs a thin long head, or very taper, if ſhort; large full eyes, ſtout crooked beak, thick long neck, ſhort compact body, with a round breaſt, firm ſtout thighs, placed well up to the ſhoulders, long ſtrong legs, and if they correſpond in colour with the beak, that is eſteemed a perfection; broad thin feet, and very long claws; an upright eaſy carriage and ſtately walk, with wings not lying cloſe on his back, but in ſome meaſure extended. N. B. A long necked cock has a great advantage in battle, particularly when his antagoniſt ſtrikes at the head; one with a ſharp breaſt carries much uſeleſs weight about him, beſides never having a fine forehand; and a cock whoſe thighs are placed rather behind cannot maintain a long battle. There are good cocks of all colours, but the feathers ſhould be thin, ſhort, and hard, which are alſo a ſign of health, as the contrary is of a bad conſtitution. A cock poſſeſſed of all the aforementioned qualifications, in condition to fight, ought not to weigh more than 4lb. 10 oz. for when above that weight, and the hens of a good ſize, their progeny, if well walked, will be too large to fight within the articles, and if the cock is much leſs in weight than 4lb. 8 oz. the chickens will not have the due ſhare of bone requiſite to contend with well bred cocks. The hens ſhould correſpond to the cock in feather, make, and ſhape, with bodies roomy behind, for the production of large eggs.

The breeding walk ſhould be where there are outbuildings for ſhelter in bad weather, on a dry ſoil, if gravelly ſo much the better, at a diſtance from any houſe where fowls are kept, leſt the hens ſhould be trod by other cocks, and not near a wood or coppice, for fear of vermin that might deſtroy the chickens, or of a fox carrying off the cock or hens. If poſſible get a ſituation where there is a conſtant ſtream of clear water running off by the houſe, but if neceſſary to pump or draw it

for the birds, let the ſame be changed very often, or they won't long be healthy. Farm houſes, where others fowls are kept, or hogs, geeſe or ducks, dirty all the water about the ſpot, are not eligible ſituations to breed game cocks. Let the rooſting place be of good ſize, dry, and free from offenſive ſmells. Take care that the perches are round, and not fixed higher than the birds can aſcend, or deſcend from with eaſe, nor too thick for them to gripe, elſe their feet will ſwell.

In the beginning of February, at ſooneſt, put the cock and not more than 3 or 4 hens together, let them if poſſible be ſiſters, for greater certainty in breeding; obſerve how they agree, and ſhould the cock take a diſlike to any hen, remove her away directly. Before the hens begins to lay, provide diſtinct and ſeparate neſts for them, elſe they will frequently drop their eggs in improper places, and ſometimes quarrel, after which they perhaps will never run peaceably together again, but fight, occaſionally, till they entirely ſpoil one another. The firſt egg being generally ſmaller than the reſt, mark and leave it in the neſt; take out all the others the ſame day as laid, write on and put them into a box with bran, and be careful that they are neither thrown about nor changed. When the hens begin to grow broody, which may eaſily be known by their countenances turning white and their combs ſhriveling, they at that time are not in perfect health, therefore do not ſave any more eggs, but leave them in the neſts to entice the hens to ſit ſooner, for which purpoſe uſe the eggs already laid by, as moſt likely to produce good chickens; but if two flocks are wanted from each hen, then ſet their firſt eggs under other hens, healthy dung-hill ones in preference; chooſe a ſituation where the others can't get at them, otherwiſe they will quarrel, and, perhaps, occaſion the eggs to be broke. Have plenty of food and water always near the ſitting

hens, and if they are in a place that is floored, lay a quantity of gravel on it. Confine, till their heat is gone off, in ſeparate dry coops, cloſe to where the other game birds feed, thoſe hens which have been hindered from ſitting, otherwiſe in each caſe they would be apt to fight, and perhaps get diſfigured, which might propably prevent them from laying any more that ſeaſon. When they begin to lay their ſecond clutch, proceed as before, only ſet them on their own eggs, and by no means force them to lay a third ſet, as that would weaken them too much, and, beſides, the chickens be of little value if hatched later than May; thoſe hatched before the end of March are often cramped by cold, and ſuch as are later than the beginning of June never run cocks ſo high upon leg, light fleſhed, or large boned. Make the neſts for the ſitting hens of clean ſtraw rubbed ſoft, in large earthen pans raiſed 18 inches from the ground, to guard againſt vermin, and don't put above 12 eggs under each hen. Some of the eggs may, perhaps, begin hatching on the 19th day; attend to that, and as the hen will be inclined to quit the neſt as ſoon as two or three chickens are out of the ſhell, let them be taken away, wrapped in ſome wool in a baſket covered with flannel, and placed in a warm ſituation where their mother can't hear them, feeding them with hard boiled egg chopped ſmall, but reſtoring them to her at night. When the weather proves dry, and the ſun ſhines, the chickens may be put out of doors the day after they are hatched, confining the hens under crates or in coops to prevent them from rambling, which will cauſe them to hover their flocks oftener than if at liberty; but when the weather is cold, or the ground wet, keep them in a room, confining the hens in the ſame manner, taking, in every caſe, eſpecial care that there is ſpace enough for the chickens to get to their mother without ſqueezing, which would make them grow long

bodied, and will be the effect if they often go between close garden rails. Should four hens hatch within about the space of as many days, take the chickens from one, and divide them among the others, in an evening after they have been some time at roost, removing to another walk the hen deprived of her chickens. Should the hens not have above eight a piece on the average, they may all be put under two, who will nurse the chickens as their own, and they by that means will have fewer enemies.

Feed the chickens for the first fortnight with bread and egg mixed, besides grits, and when kept in a room, or where they can't get at insects, procure them some raw bones of beef or mutton to pick. Give them very often fresh water in shallow vessels, and take care it don't get warm. When a fortnight old, feed them on barley, setting the hens at liberty; and where there is not a running stream, place their drink in the shade; guard against all foul water, and particularly soap suds, which may occasion the roop, a fatal disease that never can be thoroughly cured. Feed the chickens in the morning, soon as let out, again at noon, and also about an hour before they go to roost; giving them, each time, as much as they can eat, but not so as to leave any food, which would prevent them from taking necessary exercise, and be nearly as detrimental as keeping them too long without victuals. Where the soil is not gravelly, have a load or two laid like a bank, and scatter the corn thereon upon both sides, which may prevent quarrelling between the different cocks. Do not have a hole for the chickens to go in and out as they like, but let the door of the roosting-place stand open all the day, and lock the same at night; also count the chickens at least every morning. When the breeding-hens have all hatched, or are near it, remove the cock to another walk, lest he

ſhould grow moroſe and beat the chickens; beſides, by ſending him away, the hens will take care of their young much longer. Soon as the pullets can be diſtinguiſhed from the cocks, deſtroy all the former, except ſuch as are intended to breed from, as they will never be worth the expence of keeping for the table: by purſuing this method the cocks will thrive the better, and other ſportſmen, perhaps, be prevented from obtaining the ſame breed. Let the rooſting perches for the chickens be of a ſize they can eaſily gripe; made round, and covered with woollen cloth, to prevent them from growing either duck-footed or crooked breaſted, which would be detrimental in their battles. Take down the high perches on which the hens uſed to rooſt; fix the others at firſt near the ground, moving them higher by degrees, but never much more than four feet, till the chickens are a quarter old, or they may get ſwelled feet; a defect of ſuch conſequence, that ſome feeders will object to them. Prevent the young cocks from fighting among themſelves, or they may materially injure each other; become ſeam-eyed, or canker-mouthed; and ſhould any of them have the ſkin of the head torn off, and thereby be rendered peel-pated, they may be objected to in a match as having an undue advantage over others with a fair hackle: in order to guard againſt theſe inconveniences, whenever they appear inclined to ſquabble, divide the majority into ſeparate parties in different apartments, where keep them ſhort of food; leaving ſome of the ſtrongeſt on the ground; then taking the weaker of thoſe ſo left, holding and buffetting him with a handkerchief while the ſtronger ſtrikes, he will probably ſubmit to a maſter; and, if that will not do, confine him for a few hours after the buffetting, &c. till cool; and then turning him out, he, from being ſtiff and ſore, while the other is freſh, will yield after a blow or two. When by this

means the authority over each other is fully eſtabliſhed, then put down the ſtrongeſt from one of the parties ſhut up, who will ſubmit directly to run under all thoſe that are down: and when they are reconciled to him, turn down the ſtrongeſt from another party, and ſo on till all are got down. When once ſettled, they will agree peaceably together, unleſs one of them gets disfigured; if that ſhould happen, and they do not ſeem perfectly reconciled, remove him directly to avoid a general quarrel. Do not permit the hens to ſtay with the chickens longer than while they retain their authority, but ſend them and the pullets to ſome walk where there are no other hens of any breed, elſe they will quarrel with them; and ſhould they get disfigured will afterwards fight among themſelves: and if it is intended to breed from them the enſuing ſeaſon, let them run without a cock. After removing the hens, put the brood-cock along with the cock-chickens, whom he will keep in order, provided no hens come near them. Should any of the game hens crow, when by themſelves, it is nothing but a ſign of wantonneſs. Cut off the combs, ſpurs, &c. of ſuch as are to be made fighting.cocks, and procure them good walks, where they can have plenty of corn and clean water; but do not ſend them to farm-houſes, or where they can get at other cocks.

In order to try the goodneſs of a brood, chooſe, from thoſe hatched early, ſome of the ſtags that are ſhorteſt upon leg; ſend them as cocks, having previouſly cut off the points of their heels: be very careful of communicating that circumſtance; but by no means own they are all of a ſort, or that there are any brothers; and, to prevent ſuch diſcovery, mark the chickens different ways, and enter the particulars in a book: get them weighed into a match to fight in the main about March the year after they are hatched: pay great attention to their manner of fighting, and the

character of the cocks they contend with; if they keep the battle upon an equal poize, and only ſeem beat by age, they probably will make excellent cocks: ſhould the ſtags afterwards, when cocks, win the odd battle, then be very careful of the brood-cock, who, by being kept from the hens during the latter part of the ſeaſon, may get good chickens for eight years. By putting young hens to the old cock, and a young cock to the old hens, they will breed good chickens at leaſt four years: but till they have moulted twice never breed from ſtags or pullets with the old birds; and when the breed is good, do not be very anxious to croſs it, but when it is croſſed, match the colour as near as poſſible; and be not fond of breeding from any cock that merely happens to fight a good battle: neither be dicontented with a breed becauſe ſome are beat, nor change becauſe a cock loſes his ſecond battle; as the odds are greatly againſt any one being victorious twice together, beſides the chance of ſecret hurts received in the firſt engagement. After a cock has fought a hard battle he is uſually neglected, will ſeldom be in condition to fight again that ſeaſon, and frequently has received ſome blows he never can get the better of, which the keeneſt ſportſman might not even be able to perceive; therefore never, after ſuch an event, imagine a cock is in a proper ſtate to fight, merely becauſe he ſpars well at a Hurry with another in the pens; and by all means avoid ever again matching a cock that after a well-conteſted battle has moulted from a darker to a lighter colour. A cock that has fought ſeveral times may get good chickens, provided he has an elegant make and ſound conſtitution; and ſome ſevere ſtrikers ſhall gain a Welch-main, or win three or four ſeaſons together in regular matches; but others, winning ſeven or eight battles in a ſeaſon, can only have contended with chickens, cocks half bred, ill-walked, or under weight; for if freſh cocks,

equal in goodneſs and weight, had been brought againſt them in only the ſecond battle, the winners of the firſt moſt probably would have been conquered. A Welch-main is when ſixteen cocks, under a certain weight, fight for a prize; thoſe that fall neareſt to each other in weight are matched, which makes eight battles; then the winners are matched to form four other battles; the four conquerors again two more battles; laſtly, the victors one battle; ſo that one cock ſhould be ſuperior in four engagements.

To conclude, when a gentleman intends to fight a match, he firſt ſhould viſit all his walks, to examine what condition the cocks are in; next engage both a good feeder and good ſetter-to, not merely thoſe who have had the luck to gain a match or two, but ſuch whoſe cocks have fought well, during many matches; as a good feeder and a good ſetter-to ſhall frequently, with an indifferent ſtring of cocks, beat a bad feeder and ſetter-to with another ſtring every way ſuperior.

ORDERS AND RULES FOR COCKING.

ON the weighing morning, that perſon whoſe chance is to weigh laſt, is to ſet his cocks and number his pens, both main and byes, and leave the key of the pens upon the weighing table, (or the other party may put a lock on the door) before any cock is put into the ſcale, and after the firſt pack of cocks is weighed, a perſon appointed by him that weighed firſt ſhall go into the other pens to ſee that no other cocks are weighed but what are ſo ſet and numbered, provided they are within the articles of weight that the match ſpecifies; if not, to take the following cock or cocks, until the whole number of main and bye cocks are weighed through. After

they are all weighed, proceed as ſoon as poſſible to match them, beginning at the leaſt weight firſt, and ſo on; and equal weights or neareſt weights to be ſeparated, provided by that ſeparation a greater number of battles can be made; all blanks are to be filled up on the weighing day, and the battles divided and ſtruck off for each day's play, as agreed on, and the cocks that weigh the leaſt are to fight the firſt day, and ſo upwards.

At the time agreed on by both parties, the cocks that are to fight the firſt battle are brought upon the pit by the feeders, or their helpers; and after being examined, to ſee whether they anſwer the marks and colours ſpecified in the match-bill, they are given to the ſetters-to, who, after chopping them in hand, give them to the maſters of the match (who always ſit oppoſite to each other), when they turn them down upon the mat; and the ſetters-to are not to touch them, except they either hang in the mat, in each other, or get cloſe to the edge of the pit, until they have left off fighting, while a perſon can tell forty. When both cocks leave off fighting, until one of the ſetters-to, or a perſon appointed for telling the law, can tell forty gradually; then the ſetters-to are to make the neareſt way to their cocks, and as ſoon as they have taken them up, to carry them into the middle of the pit, and immediately deliver them on their legs beak to beak, and not touch them any more until they have refuſed fighting, ſo long as the teller of the law can tell ten, without they are on their backs, or hung in each other, or in the mat; then they are to ſet to again in the ſame manner as before, and continue it till one cock refuſes fighting ten ſeveral times, one after another, when it is that cock's battle that fought within the law. But it ſometimes happens that both cocks refuſe fighting while the law is telling; when this happens, a freſh cock is to be hovelled, and brought upon the mat as ſoon as poſſible, and the ſetters-to are to toſs

up, which cock is to be ſet to firſt, and he that gets the chance is to chooſe. Then the other which is to be ſet to laſt, muſt be taken up, but not carried off the pit; then ſetting the hovelled cock down to the other, five ſeparate times, telling ten between each ſetting-to, and then the ſame to the other cock; and if one fights and the other refuſes, it is a battle to the fighting cock; but if both fight, or both refuſe, it is a drawn battle. The reaſon of ſetting-to five times to each cock, is, that ten times ſetting-to being the long law, ſo on their both refuſing, the law is to be equally divided between them.

Another way of deciding a battle, is, if any perſon offers to lay ten pounds to a crown, and no perſon takes it until the law-teller tells forty, and calls out three ſeparate times, "Will any one take it?" and if no one does, it is the cock's battle the odds are laid on, and the ſetters-to are not to touch the cocks during the time the forty is telling, without either cock is hung in the mat, or on his back, or hung together. If a cock ſhould die before the long law is told out, although he fought in the law, and the other did not, he loſes his battle.

There are frequently diſputes in ſetting-to in the long law, for often both cocks refuſe fighting until four or five, or more or leſs times, are told: then they ſometimes begin telling from that cock's fighting, and counting but once refuſed, but they ſhould continue their number on, until one cock has refuſed ten times: for when the law is begun to be told, it is for both cocks: and if one cock fights within the long law, and the other not, it is a battle to the cock that fought, counting from the firſt ſetting-to. All diſputes about bets, or the battle being won or loſt, ought to be decided by the ſpectators. The crowing and mantling of a cock, or fighting at the ſetter-to's hand before he is put to the other cock, or breaking from his antagoniſt, is not allowed as a fight.

ARTICLES FOR A COCK-MATCH

ARTICLES of agreement made the ——— day of ——— One thouſand eight hundred and ——— between ——— Firſt, the ſaid parties have agreed, that each of them ſhall produce, ſhew, and weigh, at the ——— on the ——— day of ——— beginning at the hour of ——— in the morning, ——— cocks, none to be leſs than three pounds ſix ounces, nor more than four pounds eight ounces, and as many of each parties cocks that come within one ounce of each other ſhall fight for ——— a battle, that is, ——— each cock; in as equal diviſions as the battles can be divided into ſix pits, or days play at the cock-pit before mentioned: and the parties cocks that win the greateſt number of battles, matched out of the number before ſpecified, ſhall be entitled to the ſum of ——— odd battle money, and the ſum to be ſtaked into the hands of Mr. ——— before any cocks are pitted, by both parties. And we further agree, to produce, ſhew, and weigh, on the ſaid weighing days, ——— cocks for bye battles, ſubject to the ſame weight as the cocks that fight in the main, and theſe to be added to the number of main cocks unmatched, and as many of them as come within one ounce of each other ſhall fight for ——— a battle; the number of cocks ſo matched, to be equally divided as will permit of, and added to each day's play with the main cocks; and it is alſo agreed, that the balance of the battle money ſhall be paid at the end of each day's play. It is alſo further agreed, for the cocks to fight in ſilver ſpurs, and with fair hackles, and to be ſubject to all the uſual rules of cock-fighting

as practiſed at the Cock-Pit Royal, Weſtminſter, and the profits ariſing from the ſpectators, to be equally divided between both parties, after all charges are paid that uſually happen on thoſe occaſions.

Witneſs our hands the —— day of ——— 18

Witneſs ———

KEY TO A MATCH BILL.

A. B.'s Cocks. lb.	oz.	C. D.'s Cocks.	A. B's Cocks. lb.	oz.	C. D's Cocks.
3	6		3	9	
	1			1	
	2			2	
	3			3	
	7			10	
	1			1	
	2			2	
	3			3	
	8			11	
	1			1	
	2			2	
	3			3	

A. B.'s Cocks.		C. D.'s Cocks.	
lb.	oz.	lb.	oz.
3	12		
	1		
	2		
	3		
	13		
	1		
	2		
	3		
	14		
	1		
	2		
	3		
	15		
	1		
	2		
	3		
4	0		
	1		
	2		
	3		
	1		
	1		
	2		
	3		
	2		
	1		
	2		
	3		

A. B.'s Cocks.		C. D.'s Cocks.
lb.	oz.	
4	3	
	1	
	2	
	3	
	4	
	1	
	2	
	3	
	5	
	1	
	2	
	3	
	6	
	1	
	2	
	3	
	7	
	1	
	2	
	3	
	8	

N. B. Place the number the cock is weighed in each column, in a parallel line againſt his weight.

Calculations for Cocking.

Battles.		Odds.	
3 out of 4	is	$2\frac{1}{5}$	to 1
4 out of 5	is	$4\frac{1}{3}$	to 1
4 out of 6	is	$1\frac{10}{11}$	to 1
5 out of 6	is	$8\frac{1}{7}$	to 1
5 out of 7	is	$3\frac{12}{29}$	to 1
6 out of 7	is	15	to 1
5 out of 8	is	$1\frac{70}{93}$	to 1
6 out of 8	is	$5\frac{34}{37}$	to 1
7 out of 8	is	$27\frac{4}{9}$	to 1
6 out of 9	is	$2\frac{122}{130}$	to 1
7 out of 9	is	$10\frac{6}{46}$	to 1
8 out of 9	is	$50\frac{1}{5}$	to 1
6 out of 10	is	$1\frac{252}{386}$	to 1
7 out of 10	is	$4\frac{144}{176}$	to 1
8 out of 10	is	$17\frac{16}{56}$	to 1
9 out of 10	is	$92\frac{1}{11}$	to 1
7 out of 11	is	$2\frac{362}{562}$	to 1
8 out of 11	is	$7\frac{192}{232}$	to 1
9 out of 11	is	$29\frac{38}{67}$	to 1
10 out of 11	is	$169\frac{8}{12}$	to 1
7 out of 12	is	$1\frac{924}{1586}$	to 1
8 out of 12	is	$4\frac{126}{794}$	to 1
9 out of 12	is	$12\frac{209}{299}$	to 1
10 out of 12	is	$50\frac{67}{79}$	to 1
11 out of 12	is	$314\frac{1}{13}$	to 1
8 out of 13	is	$2\frac{263}{595}$	to 1
9 out of 13	is	$6\frac{541}{1093}$	to 1
10 out of 13	is	$20\frac{127}{189}$	to 1
11 out of 13	is	$88\frac{1}{23}$	to 1
12 out of 13	is	$584\frac{1}{7}$	to 1
8 out of 14	is	$1\frac{608}{1519}$	to 1
9 out of 14	is	$3\frac{2492}{3473}$	to 1
10 out of 14	is	$10\frac{203}{1471}$	to 1
1 out of 14	is	$33\frac{202}{235}$	to 1

Battles.		Odds.	
12 out of 14	is	$153\frac{30}{103}$	to 1
13 out of 14	is	$1091\frac{4}{15}$	to 1
9 out of 15	is	$2\frac{2021}{9049}$	to 1
10 out of 15	is	$5\frac{3104}{4044}$	to 1
11 out of 15	is	$15\frac{1712}{1911}$	to 1
12 out of 15	is	$55\frac{512}{576}$	to 1
13 out of 15	is	$269\frac{98}{121}$	to 1
14 out of 15	is	2047	to 1
9 out of 16	is	$1\frac{12870}{26333}$	to 1
10 out of 16	is	$3\frac{5964}{14893}$	to 1
11 out of 16	is	$8\frac{3571}{6885}$	to 1
12 out of 16	is	$25\frac{94}{2571}$	to 1
13 out of 16	is	$93\frac{18}{697}$	to 1
14 out of 16	is	$477\frac{50}{137}$	to 1
15 out of 16	is	$3854\frac{1}{17}$	to 1
10 out of 17	is	$1\frac{3692}{20613}$	to 1
11 out of 17	is	$5\frac{202}{10889}$	to 1
12 out of 17	is	$12\frac{4423}{4701}$	to 1
13 out of 17	is	$39\frac{1256}{1607}$	to 1
14 out of 17	is	$156\frac{67}{417}$	to 1
15 out of 17	is	$850\frac{9}{77}$	to 1
16 out of 17	is	$7280\frac{7}{9}$	to 1
10 out of 18	is	$1\frac{48620}{107662}$	to 1
11 out of 18	is	$3\frac{10128}{53004}$	to 1
12 out of 18	is	$7\frac{12704}{31180}$	to 1
13 out of 18	is	$19\frac{9824}{12616}$	to 1
14 out of 18	is	$63\frac{3072}{4048}$	to 1
15 out of 18	is	$264\frac{324}{988}$	to 1
16 out of 18	is	$1523\frac{16}{172}$	to 1
17 out of 18	is	$13796\frac{1}{19}$	to 1
11 out of 19	is	$2\frac{574955}{848883}$	to 1
12 out of 19	is	$4\frac{6671}{11773}$	to 1
13 out of 19	is	$10\frac{10633}{10949}$	to 1
14 out of 19	is	$30\frac{938}{2083}$	to 1
15 out of 19	is	$103\frac{136}{1259}$	to 1
16 out of 19	is	$450\frac{141}{145}$	to 1

Battles.		Odds.
17 out of 19	is	2743 $\frac{184}{191}$ to 1
18 out of 19	is	26213 $\frac{3}{5}$ to 1
11 out of 20	is	1 $\frac{184756}{431910}$ to 1
12 out of 20	is	2 $\frac{256726}{2\ldots3950}$ to 1
13 out of 20	is	6 $\frac{82726}{137980}$ to 1
14 out of 20	is	16 $\frac{20756}{60430}$ to 1
15 out of 20	is	47 $\frac{6476}{21700}$ to 1
16 out of 20	is	168 $\frac{1452}{6196}$ to 1
17 out of 20	is	775 $\frac{200}{1351}$ to 1
18 out of 20	is	4968 $\frac{117}{211}$ to 1
19 out of 20	is	49931 $\frac{5}{21}$ to 1

N. B. The foregoing Calculations ſuppoſe even money on each battle.

A Table ſhewing the Odds for and againſt one Side winning a certain number of Battles, when there is even money on each Battle.

Battles		Odds.
4	One ſide wins 3 out of 4 is	11 to 5
5	Neither wins 4 out of 5 is	5 to 10
6	One ſide wins 4 out of 6 is	11 to 5
	Neither wins 5 out of 6 is	25 to 7
7	Neither wins 5 out of 7 is	35 to 29
8	Neither wins 6 out of 8 is	91 to 37
9	One ſide wins 6 out of 9 is	65 to 63
	Neither wins 7 out of 9 is	105 to 23
10	Neither wins 7 out of 10 is	21 to 11
11	One ſide wins 7 out of 11 is	281 to 231
	Neither wins 8 out of 11 is	787 to 232
12	One ſide wins 7 out of 12 is	793 to 231
	Neither wins 8 out of 12 is	602 to 397
13	One ſide wins 8 out of 13 is	595 to 429
	Neither wins 9 out of 13 is	3003 to 1093
14	One ſide wins 9 out of 14 is	4473 to 3719

15	One ſide wins 9 out of 15 is	9949 to 1335
	Neither wins 10 out of 15 is	11435 to 4954
16	One ſide wins 9 out of 16 is	26333 to 6435
	Neither wins 13 out of 16 is	17875 to 14893
17	One ſide wins 10 out of 17 is	20613 to 12158
	Neither wins 11 out of 17 is	136136 to 126008
20	One ſide wins 12 out of 20 is	131725 to 130169

When there are five battles to fight, it is an equal wager that one ſide wins three battles running. And when ſix battles, then it is five to three that one ſide wins three battles running. It is 3 $\frac{21}{25}$ to 1, you do not win two battles running, when each battle is ſix to five againſt you; and 2 $\frac{13}{25}$ to 1 you do not, when each battle is ſix to five for you, near fifty ſhillings to a guinea. It is 4 $\frac{3}{125}$ to 1, you do not win two battles running, when each battle is five to four againſt you; and 2 $\frac{6}{25}$ to 1, when each battle is five to four for you. It is 5 $\frac{1}{4}$ to 1, you do not win two battles running, when each battle is ſix to four againſt you; and 1 $\frac{7}{9}$ to 1 you do not, when each battle is ſix to four for you. It is 8 to 1 you do not win two battles running, when each battle is two to one againſt you; and five to four you do not, when the odds in each battle is two to one for you.

Suppoſing each battle ſix to five for you, it is 94176 to 66875 (above ſeven to five) you win the odd battle out of five; but it is 120875 to 40176 (above three to one) you do not win four battles out of five, and almoſt twenty to one you do not win all five; but it is above fifty to one you do not loſe all five, and near 6 $\frac{4}{11}$ to 1 you do not loſe four out of the five. And if each battle be five to four for you, it is 35625 to 23424 (above ſix to four) you win the odd battle out of the five, and 17 $\frac{2700}{31125}$ to 1 you do not win all the five, but it is 6 $\frac{7081}{7424}$ to 1 you do not loſe four out of the five, and 56 $\frac{6561}{10224}$ to 1 you do not loſe all five.

When there are only two battles to fight, it is 5 $\frac{1}{4}$ to 1 you do not win both, when the odds is ſix to four againſt you; and 1 $\frac{7}{9}$ to 1 you do not, when each battle is ſix to four for you. When the odds are 2 to 1 for you, it is five to four you do not win two battles running; and eight to one you do not loſe both. When there are four battles to fight, and the odds are 2 to 1 for you, then it is 65 to 16, or 4 $\frac{1}{16}$ to 1 you do not win all four; but it is 80 to 1 you do not loſe all. And if the odds are 2 to 1 for you, then it will be 131 to 132 that you do not win four out of the five, and 211 to 32, or 6 $\frac{19}{32}$ to 1 you do not win all five; but it is 232 to 11 you do not loſe four out of the five; and 242 to 1 you do not loſe all five; and likewiſe it is 1248 to 939 you do not win five out of ſeven, and 1911 to 276 you do not ſix out of ſeven, and 2059 to 128 or 16 $\frac{11}{128}$ to 1 you do not win all ſeven; but it is 2078 to 109 you do not loſe five out of ſeven; and 2172 to 15, or 144$\frac{4}{5}$ to 1 you do not loſe ſix, and 2186 to 1, not all ſeven.

The odds of a match in which there are even battles, and one ſide is three, four, or any other number of battles a-head, it is double the odds you not tie the match, more the odds you do not win it, leſs one to two.

For example.—Suppoſe in a match of thirty battles, one ſide was three a-head, and but ſeven battles to fight, then the other muſt win five out of the ſeven to tie, and ſix out of ſeven to win the match: look in the table, and you will find it is 3 $\frac{12}{29}$ to 1, not 5, and 15 to 1, not 6 out of 7. The double of 3 $\frac{12}{29}$ is 6 $\frac{24}{29}$ more, 15 is 21 $\frac{24}{29}$ leſs, 1 is 20 $\frac{24}{29}$ to 2 in the odds of ſuch a match. Suppoſe nine battles to fight, and one ſide is five battles a-head, then the other ſide muſt win ſeven out of nine to ſave, and eight out of nine to win, therefore the odds will be 69 $\frac{43}{65}$ to 1.

Odds in Each Battle.	ODDS IN THE MAIN OF Three Battles.	Five Battles.	Seven Battles.
2 to 1	is 2 $\frac{6}{7}$ to 1	is 3 $\frac{32}{61}$ to 1	is 4 $\frac{292}{379}$ to 1
3 to 2	is 1 $\frac{37}{44}$ to 1	is 2 $\frac{149}{592}$ to 1	is 2 $\frac{10205}{22640}$ to 1
3 to 1	is 5 $\frac{2}{5}$ to 1	is 8 $\frac{35}{53}$ to 1	is 13 $\frac{50}{289}$ to 1
5 to 4	is 1 $\frac{121}{304}$ to 1	is 1 $\frac{121900}{234426}$ to 1	is 1 $\frac{1148281}{1817344}$ to 1
5 to 3	is 2 $\frac{13}{81}$ to 1	is 2 $\frac{2857}{4509}$ to 1	is 3 $\frac{14536}{127413}$ to 1
6 to 5	is 1 $\frac{181}{575}$ to 1	is 1 $\frac{29301}{65875}$ to 1	is 1 $\frac{3843421}{7821875}$ to 1
7 to 6	is 1 $\frac{253}{972}$ to 1	is 1 $\frac{53341}{158976}$ to 1	is 1 $\frac{30496389}{26126064}$ to 1
7 to 5	is 1 $\frac{214}{325}$ to 1	is 1 $\frac{38166}{43125}$ to 1	is 2 $\frac{285577}{289075}$ to 1
7 to 4	is 2 $\frac{131}{409}$ to 1	is 2 $\frac{37109}{41344}$ to 1	is 3 $\frac{211045}{434406}$ to 1
8 to 6	is 1 $\frac{73}{135}$ to 1	is 1 $\frac{4441}{6183}$ to 1	is 1 $\frac{252169}{285687}$ to 1

Suppoſe even Bets on both Sides, then one wins.

3 out of 4	is	5	to	3,	or	$1\frac{2}{3}$	to	1
6 out of 9	is	65	to	63,	or	$1\frac{2}{63}$	to	1
7 out of 11	is	231	to	181,	or	$1\frac{50}{181}$	to	1
8 out of 13	is	2380	to	1716,	or	$1\frac{664}{1716}$	to	1
9 out of 15	is	9949	to	6435,	or	$1\frac{3514}{6435}$	to	1
10 out of 17	is	20613	to	12155,	or	$1\frac{8458}{12355}$	to	1
not 11	is	21879	to	10889,	or	$2\frac{1081}{10889}$	to	1
11 out of 19	is	84883	to	46189,	or	$1\frac{38694}{46189}$	to	1
not 12	is	20995	to	11773,	or	$1\frac{9222}{11773}$	to	1
12 out of 21	is	173965	to	88179,	or	$1\frac{85786}{88179}$	to	1
not 13	is	323923	to	200965	or	$1\frac{122958}{200965}$	to	1
13 out of 23	is	2842226	to	1352078,	or	$2\frac{69035}{676039}$	to	1
not 14	is	156009	to	106135,	or	$1\frac{49874}{106185}$	to	1

A TABLE

Shewing the Odds againſt each Side winning two Battles running.

The Strong Side.					Odds in each.			The Weak Side.					
£.	s.	d.			£.	s.	d.						
0	8	3		to	0	4	0	8	to	6	0 17	$9\frac{1}{4}$ $\frac{1}{3}$	to 0 4 0
0	7	9	$\frac{12}{49}$	to	0	4	0	7	to	5	0 19	$0\frac{1}{4}$ $\frac{23}{29}$	to 0 4 0
0	7	$1\frac{1}{4}$	$\frac{1}{3}$	to	0	4	0	6	to	4	1 1	0	to 0 4 0
0	6	$6\frac{3}{4}$		to	0	4	0	8	to	5	1 3	$0\frac{1}{4}$ $\frac{23}{25}$	to 0 4 0
0	6	$2\frac{3}{4}$	$\frac{13}{25}$	to	0	4	0	5	to	3	1 4	$5\frac{1}{4}$ $\frac{1}{5}$	to 0 4 0
0	5	$10\frac{1}{2}$	$\frac{6}{49}$	to	0	4	0	7	to	4	1 6	3	to 0 4 0
0	5	8	$\frac{48}{81}$	to	0	4	0	9	to	5	1 7	$4\frac{1}{4}$ $\frac{7}{25}$	to 0 4 0
0	5	0		to	0	4	0	2	to	1	1 12	0	to 0 4 0

C33

The Uſe of the Foregoing Table.

Suppoſe a match between Kent and Middleſex, and the odds are ſix to five Middleſex againſt Kent each battle; it will be 9s. 5d. $\frac{1}{4}$, and $\frac{5}{3}$ of a farthing, to 4s. that Middleſex does not win the next two battles; and it 15s. 4d. $\frac{1}{4}$, and $\frac{7}{25}$ of a farthing to 4s. that Kent does not win the next two battles.

If the bets are eight to ſeven each battle in favour of Middleſex, then it is 10s. and $\frac{3}{4}$ to 4s. that Middleſex does not win the two next battles; and 14s. 4d $\frac{1}{4}$ and $\frac{34}{49}$ to 4s. Kent does not win the next two battles.

When thirty battles is in a match it is 918624304 to 155117520 not a drawn match, almoſt 6 to 1.

And 4	$\frac{124796}{184756}$	to 1	when 20	battles.
And 4	$\frac{19444}{48620}$	to 1	when 18	battles.
And 4	$\frac{1186}{12876}$	to 1	when 16	battles.
And 3	$\frac{2636}{3432}$	to 1	when 14	battles.
And 3	$\frac{400}{924}$	to 1	when 12	battles.
And 3	$\frac{16}{252}$	to 1	when 10	battles.
And 2	$\frac{46}{70}$	to 1	when 8	battles.
And 2	$\frac{1}{3}$	to 1	when 6	battles.
And 1	$\frac{2}{3}$	to 1	when 4	battles.

Theſe calculations, ſuppoſe even money on each battle.

Feeders uſually keep ſecret their particular modes of dieting and preparing cocks for battle; the following is one method:—After carefully examining whether the birds are ſound and hard feathered, put them into ſeparate pens, with moveable perches therein; always keep the pens very clean, and feed the cocks with crumb of ſtale bread cut into ſquare bits, giving each a handful at ſun-riſe, noon, and ſun-ſet, procuring them cold ſpring-water for drink; after feeding thus for four or five days, let the cocks ſpar ſome morning with one another in a room covered with ſtraw, or on a graſs plat, firſt guarding their heels with hots, or leather ſpurs; let them ſpar a conſiderable time, but do not ſuf-

fer them to draw blood. When they pant, and appear weary, give to every one about the ſize of a walnut in quantity of white ſugar-candy, chopped roſemary, and butter, mixed together; which will increaſe their ſtrength, cleanſe, and render them long-winded: then immediately take deep ſtraw baſkets, or cocking-bags half filled with ſtraw, put each bird into a ſeparate baſket, fill the ſame up to the top with ſtraw, ſhut down the lids, and let the cocks ſweat therein till evening; at that period take them out of theſe ſtoves, lick their eyes and head all over with the tongue, fill their throats with ſtale bread, and pour ſome warm urine therein, letting them feed directly, which will cleanſe very much both their heads and bodies. Afterwards diet the cocks with ſquare pieces of bread thin cakes, baked at leaſt four days before, made of a gallon of wheat flour, and as much oatmeal, well kneaded ed into a ſtiff paſte, with ale, ſome butter, and the whites of ten eggs; do not mix any ſpices or other heating ingredients. The ſecond day after the ſparring, exerciſe on a graſs plat, or field, each game cock, by holding one of the dunghill breed to him, occaſionally permitting him to ſtrike, but generally withdrawing the dunghill, and retiring; ſo tantalizing the other for about half an hour, till he pants, and is thoroughly warmed; then take him up, give as much as a walnut in ſize of a ſcouring made of butter beat in a mortar with leaves of herb of grace, hyſop, and roſemary, till it reſembles a green ſalve; next ſtove the cock, and feed as before directed. Purſue the following plan for the firſt fortnight, one day feeding and reſting, the next either ſparring or exerciſing; and after every heat give the ſcouring. In the ſecond fortnight only ſpar or exerciſe twice-aweek, with ſcouring as before; during the third fortnight feed as above mentioned. Do not let him ſpar, but exerciſe moderately twice or thrice in the time

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